

I'M THE BEST CODER! CHALLENGE 2019

COMPETITION GUIDE

Introduction

The Challenge will be held on [Kaggle](#). Kaggle is a platform for predictive modelling and analytics competitions. Statisticians and data miners compete on Kaggle to produce the best models for predicting and describing the datasets uploaded by companies and users.

During each round of the challenge, teams must read and understand the problem statement and submit the required .csv output on Kaggle within the given time for each round. Teams will not be required to present any visualisations after each round.

Competition Overview

Setting Up

Participants will first be guided through the process of setting up on Telegram and Kaggle. Participants will be led through the process of team formation, downloading the dataset and uploading their submissions.

Start of Competition

The competition will begin as soon as the link is released to participants on their respective Telegram Channels. All participants will undergo two rounds of competition. During each round, participants have an hour and fifteen minutes to complete the challenge and upload their submission on Kaggle.

Submission Requirements

The required output to be submitted on the Kaggle platform for the two rounds will be in .csv format. Teams ranked in the top 30 in the private leaderboard across the different categories are required to submit their finalised scripts via email to techsg@shopee.com immediately after the end of each round. Further details about submission requirements can be found in Annex D.

Selecting the Winner

The top 3 winners in each category will be decided by their total scores across the two rounds of competition. Teams must make a successful submission **in both rounds** to be eligible for final ranking. Further details about the selection process can be found in Annex E.

Rules and Regulations

Shopee reserves the right to disqualify any Participants and/or teams at its sole discretion if such Participants and/or teams, where applicable is/are in breach of these Competition Terms and Conditions. Competition facilitators will be on-site during the course of the competition to enforce these rules.

- a) Participants may use any language they prefer to solve the problem statements - Python, Java, C++, etc.
- b) Participants are allowed to use Internet search engines such as Google during the competition.
- c) Participants are not allowed to enlist remote support from individuals outside of their teams. Teams caught doing so will be disqualified from the challenge.
- d) Teams are not allowed to collaborate with each other during the course of the competition, this includes any form of discussion, sharing of notebooks between teams, etc.
- e) Participants may only compete in the category that they have registered for.
- f) Only submissions made within the time limit for each round will be considered valid, late submissions will not be taken into consideration.
- g) The top 30 ranking teams in each category, based on the private leaderboard, must submit their complete scripts within 15 minutes after the end of each round. Failure to do so will result in disqualification from the competition.
- h) Team names on Kaggle must be the same as the ones used to register for the competition. Only submissions under registered team names will be considered valid.

Note that these rules are non-exhaustive, for more information please refer to the terms and conditions in Annex F.

(IMPORTANT) Getting Started

To get started, please register on Telegram & Kaggle.

Setting up for the Competition	
Joining the Best Coder Telegram Channel	<p>#1: Download the app on your mobile For iOS users: https://apps.apple.com/us/app/telegram-messenger/id686449807</p> <p>For Android users: https://play.google.com/store/apps/details?id=org.telegram.messenger&hl=en_SG</p> <p>#2: Enter verification code sent to your mobile</p> <p>#3 Access Telegram Web on your Laptop https://web.telegram.org/#/login</p> <p>#4 Join the Best Coder Telegram Channel https://t.me/joinchat/AAAAAFERb7fd29p-L88-mg</p>
Setting up a Kaggle Account	<p>#1: Register for a Kaggle Account Kaggle homepage: https://www.kaggle.com/</p> <p>#2: Check your email for the verification link</p> <p>#3: Explore Shopee Dummy Competition Page Try submitting your answers as a team: https://www.kaggle.com/t/cef08d98f684437a8a87e74db5d71bfc</p>

Ensure that you join the Telegram Channel and create a Kaggle account prior to the day of the challenge, as minimal time will be given on competition day to set-up.

No extra time will be given to teams that have not set up their Telegram or Kaggle accounts on the day. Teams which do not set up prior to the competition do so at the risk of affecting their overall performance.

Competition links for all three categories will be released on the respective Telegram Channels on the day of the competition.

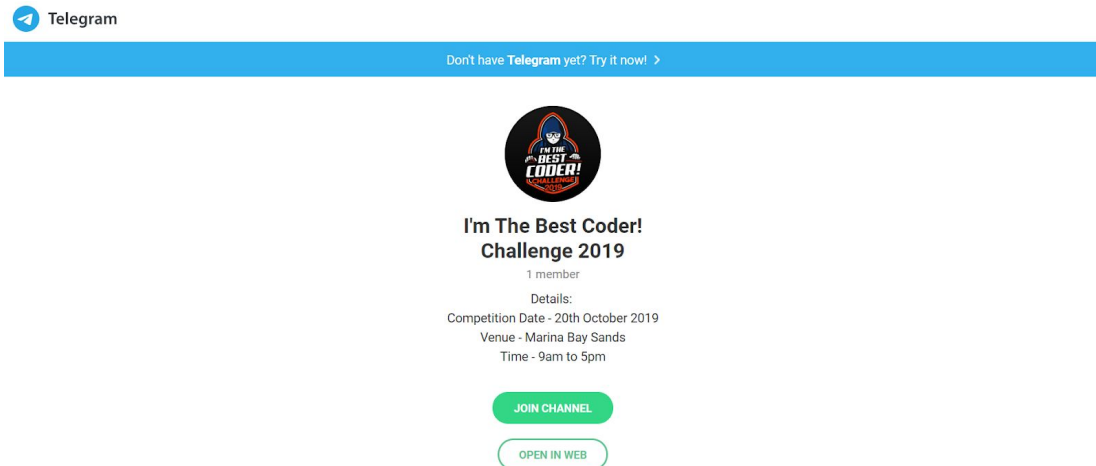
Further Information

The following Annexes are enclosed for your information:

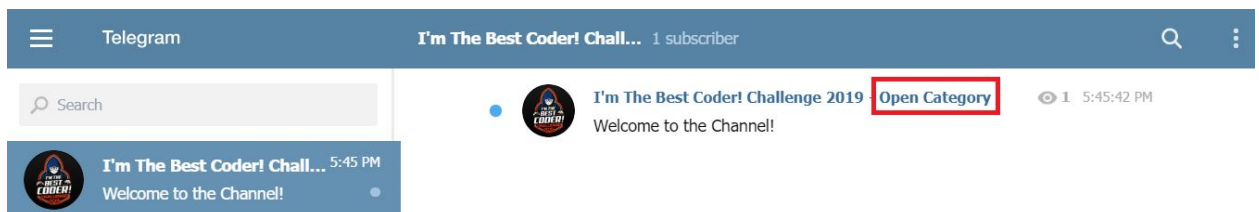
- Annex A - [Joining Telegram Channel](#)
- Annex B - [Setting up a Kaggle account](#)
- Annex C - [Team Formation](#)
- Annex D - [Kaggle Guide & Submission Requirements](#)
- Annex E - [Common Issues during Submission](#)
- Annex F - [Determining the Winner](#)
- Annex G - [Terms and Conditions](#)

JOINING TELEGRAM CHANNEL

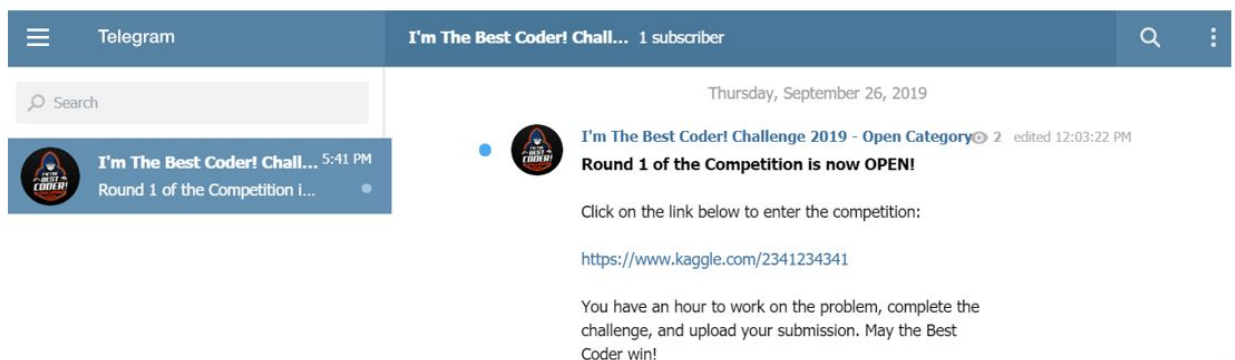
- 1) Download Telegram for [iOS](#) or [Android](#)
- 2) Register for an account
- 3) Join the I'm The Best Coder! Challenge 2019 Telegram Channel
- 4) Click Open in Web to join the channel



- 5) This should be the page you see on successfully joining the Telegram Channel. The category will be stated in the channel name.

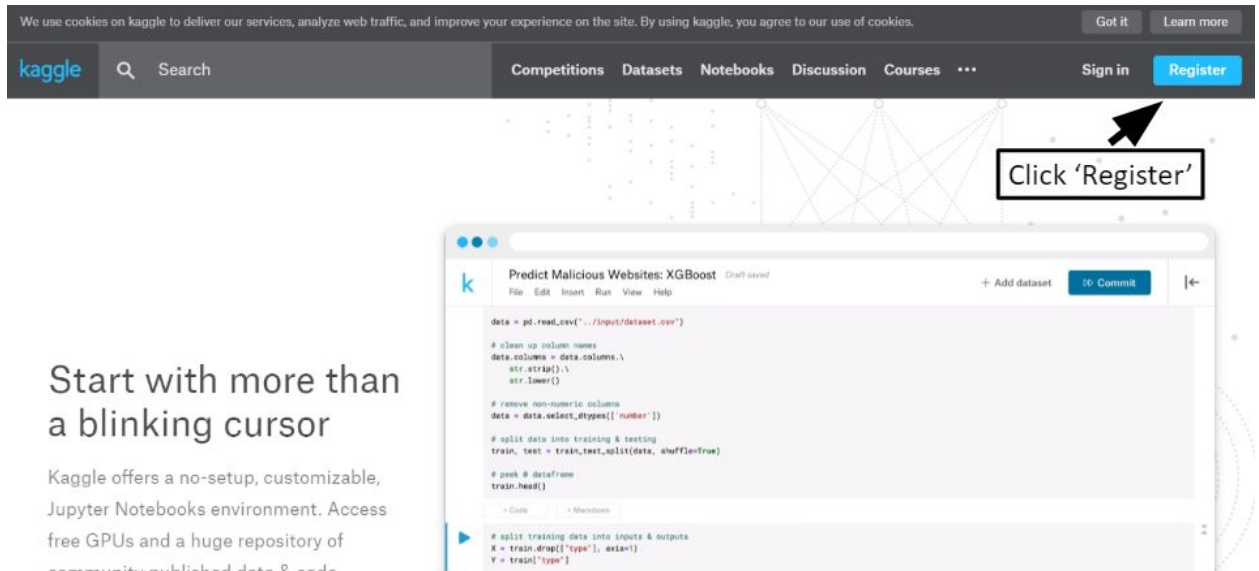


- 6) A sample of the message that will be sent on the day of the competition.

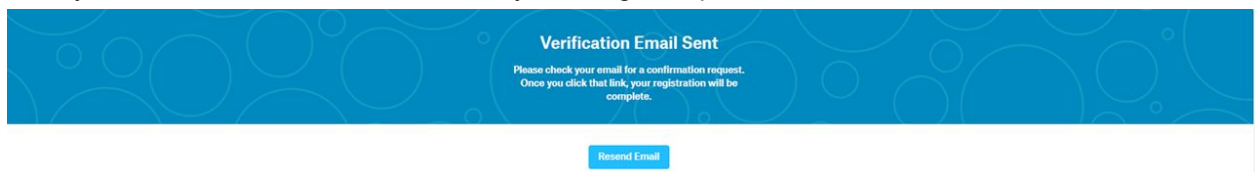


SETTING UP A KAGGLE ACCOUNT

- 1) Go to the Kaggle [homepage](#)
- 2) Click Register

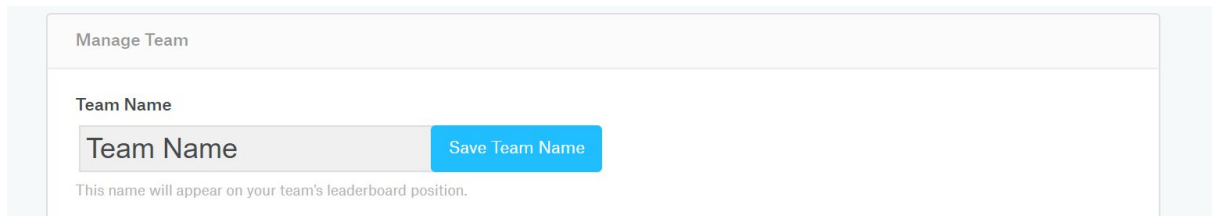


- 3) Register with your preferred method and fill in the relevant details
- 4) Once you see this banner, check the email you've signed up with, for the verification link



TEAM FORMATION

- 1) The team should form their team on the "Team" tab (In the main page of the competition, the tabs are: Overview, Data, Kernels, Discussion, Leaderboard, Rules, Team).
- 2) Team leader to enter their registered team name in the 'Team Name' field. **Please ensure that the team name on Kaggle is the same as the team name you registered for via the Best Coder Website. Failure to comply will result in disqualification from the Challenge.**



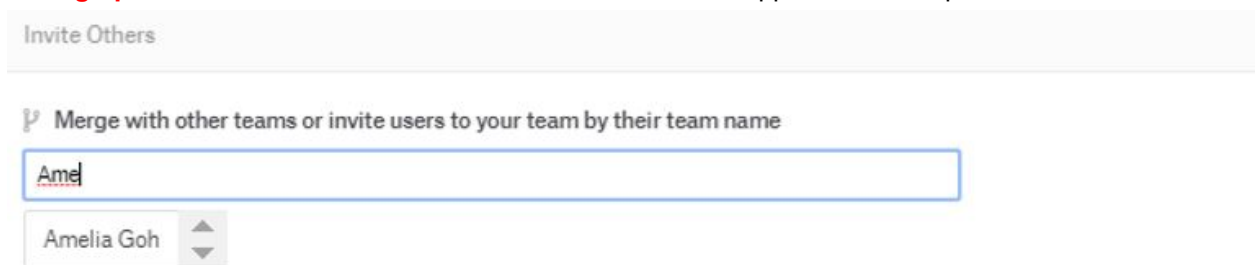
Manage Team

Team Name


Team Name

This name will appear on your team's leaderboard position.

- 3) Under "Merge with other teams", team leader to enter the name of your team members. Select the name from the drop-down list and click on 'Request Merge'. (Note: The team leader can only send a Merge Request to one member at a time. Each member must accept the merge request before the leader can add another member to the team)
- 4) **Please ensure that all team members have registered and joined the competition prior to setting up the teams.** Otherwise, the member's name will not appear in the drop-down list.



Invite Others

 Merge with other teams or invite users to your team by their team name

Amel

Amelia Goh

- 5) Team members to accept the invitation from the team leader to form the team by clicking on 'Join this Team'.



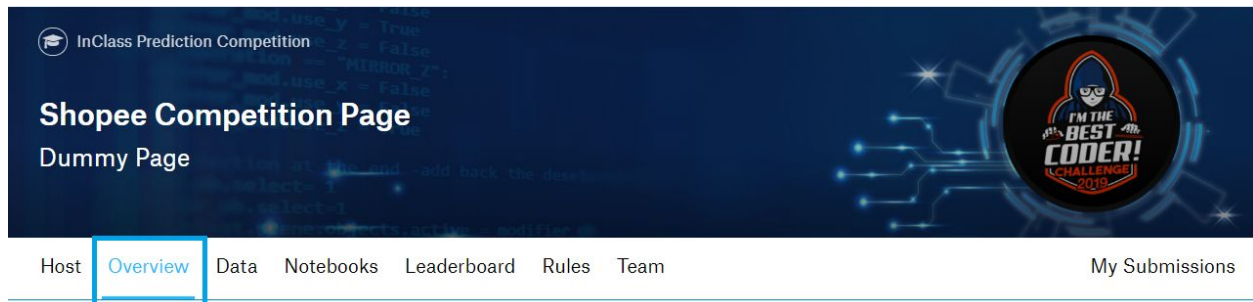
Teams Proposing a Merge

You have outstanding merge requests from 1 team:

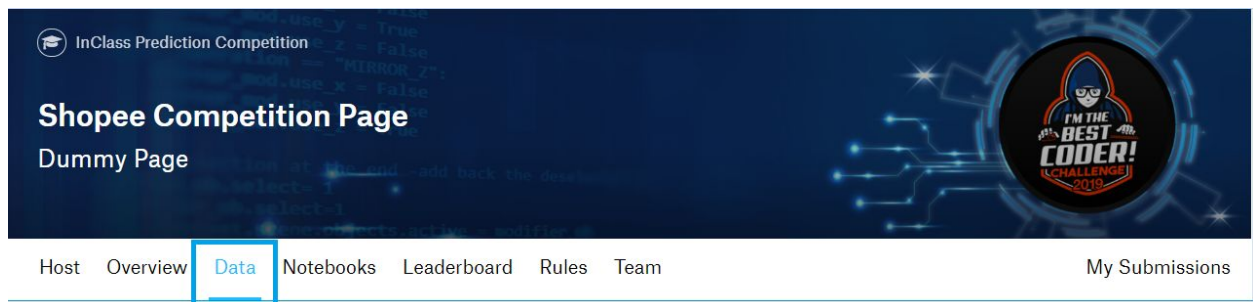
 **Amelia Goh**
led by Amelia Goh

KAGGLE GUIDE & SUBMISSION REQUIREMENTS

- 1) Read and understand the problem statement and submission requirements in the Overview Tab



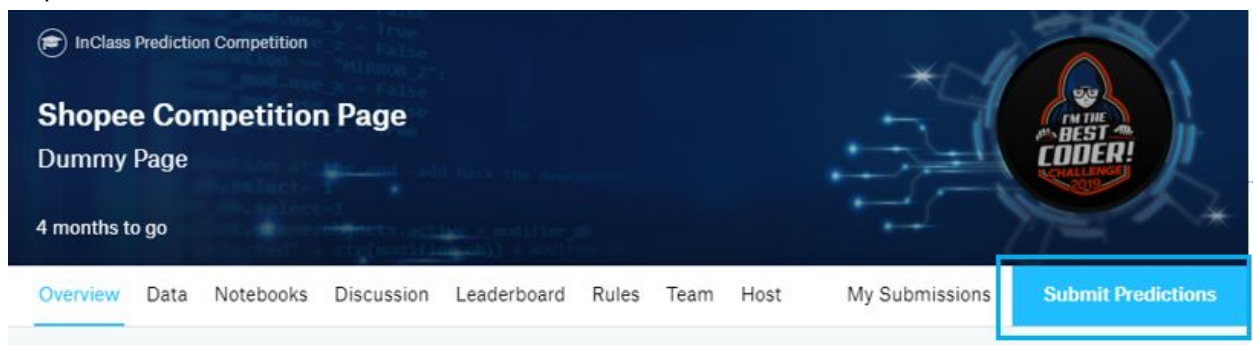
- 2) Download the data required in the Data tab



- 3) Submit Predictions

Please upload in .csv file on Kaggle.

Step 1: Click on Submit Predictions



Step 2: Upload the required csv file and click 'Make Submission'. **Ensure that your submission meets the requirements before you submit your file.**

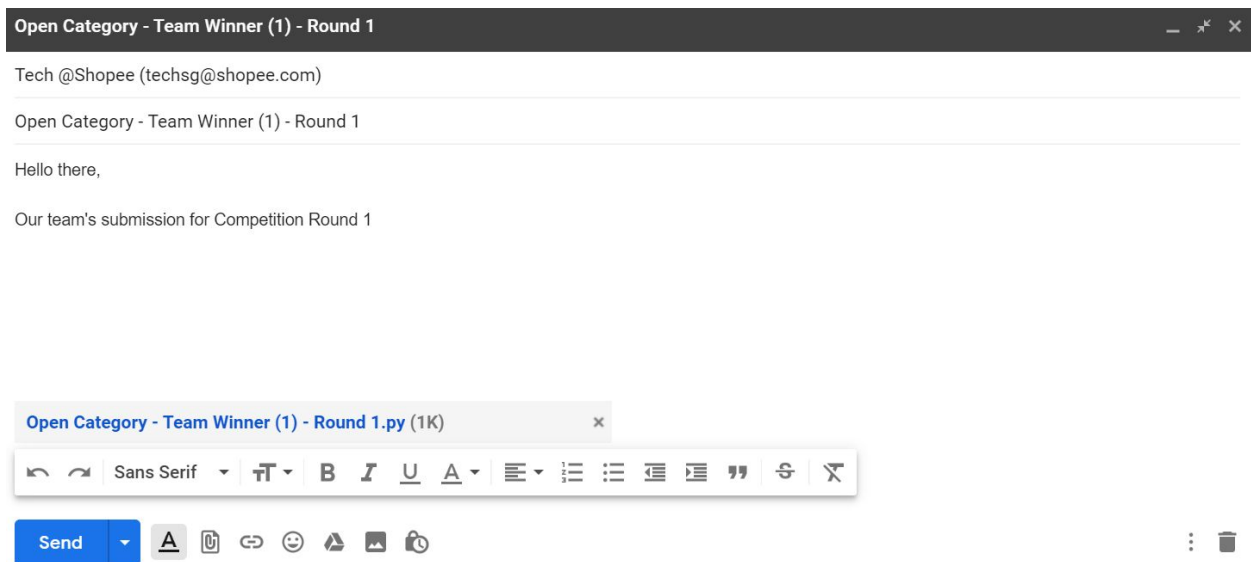
Step 1
Upload submission file



File Format
Your submission should be in CSV format. You can upload this in a zip/gz/rar/7z archive, if you prefer.

Number of Predictions
We expect the solution file to have 3 prediction rows. This file should have a header row. Please see sample submission file on the [data page](#).

Note: The Top 30 teams based on the Private Leaderboard will be required to send a copy of their script at the end of each round. Any libraries/modules/packages required to run the script must be clearly specified in the script. Email the script to techsg@shopee.com with the subject line: *Category - Team Name (Rank) - Round No.* The name of the script should be the same as the subject line. A sample is shown below:



Only one submission per team is required.

Scripts sent has to be **complete** - it should run from start to end without errors and output the required .csv file of predictions for the competition. **Failure to send a complete script within 15 minutes would result in disqualification for the team.**

COMMON ISSUES DURING SUBMISSION

These are a list of common issues during submission:

1) Wrong Headers

In this example, the required column header was 'new_number'. However, this submission labelled the header as 'newnumber'. Kaggle would show this error when trying to submit a solution with wrongly labelled headers.

Your most recent submission				
Name	Submitted	Wait time	Execution time	Score
Wrong Headers.csv	just now	0 seconds	0 seconds	
Failed				
ERROR: Column 'newnumber' was not expected (Line 1, Column 4) ERROR: Required column 'new_number' could not be found				

2) Missing Rows

In this example, the required number of rows is 101. However this submission only contained 100 rows instead of 101 rows. Kaggle would show this error when trying to submit a solution with the wrong number of rows.

Your most recent submission				
Name	Submitted	Wait time	Execution time	Score
Missing rows.csv	just now	0 seconds	0 seconds	
Failed				
Evaluation Exception: Submission must have 101 rows				

3) Additional Columns

In this example, the required columns are 'id' and 'new_number'. However this submission contains an additional column labelled 'another_column'. Kaggle would show this error when trying to submit a solution with an additional column.

Your most recent submission				
Name	Submitted	Wait time	Execution time	Score
Additional Column.csv	just now	0 seconds	0 seconds	
Failed				
ERROR: Column 'another_column' was not expected (Line 1, Column 15)				

4) Wrong Index

In this example, the required index (or 'id' column) is a series of numbers from 0-100. However this submission labels the index as 1-100. Kaggle would show this error when trying to submit a solution with the wrong index specified.

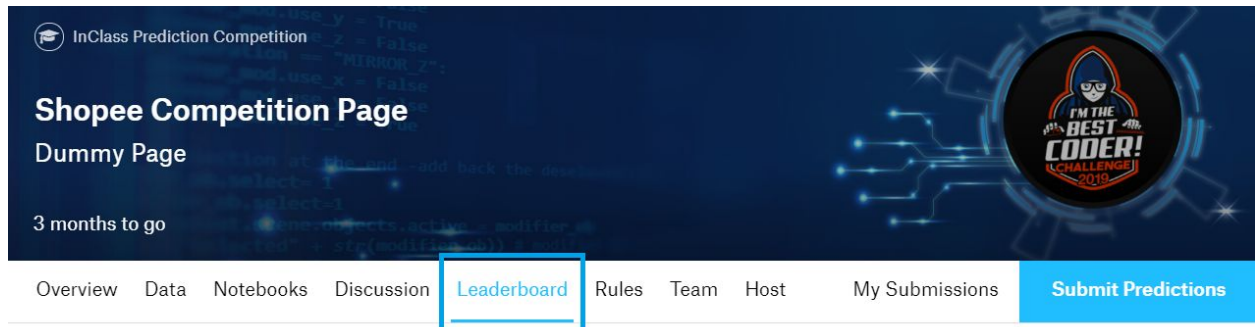
Your most recent submission				
Name	Submitted	Wait time	Execution time	Score
Wrong Index.csv	just now	0 seconds	0 seconds	
Failed				
ERROR: Unable to find the required key value '0' in the 'id' column				

Participants are reminded to read the problem overview and submission requirements carefully before attempting the question. No additional time will be given to teams who face problems in submitting their solution.

DETERMINING THE WINNER

- 1) Overall Rankings will be determined by your **Total Score** across the two rounds of competition under the **Leaderboard** page.

$$\text{Total Score} = (\text{Score in Round 1} + \text{Score in Round 2})$$



Example 1

For ease of illustration, the scores in the following example will be taken to be the total scores.

In *Round 1*, Team [ods.ai] achieved a result of rank 5 and MPWARE achieved a result of rank 4

#	Team Name	Notebook	Team Members	Score 📊	Entries	Last
1	HengCherKeng			0.91802	105	6h
2	vladimirsydor[ods.ai][AfterPa...			0.91735	72	20h
3	Как закалялась сталь			0.91655	28	1h
4	MPWARE			0.91580	101	15h
5	[ods.ai] resnet34 is all you need			0.91577	84	4d

In *Round 2*, Team [ods.ai] achieved a result of rank 4 and MPWARE achieved a result of rank 5

#	Team Name	Notebook	Team Members	Score 📊	Entries	Last
1	HengCherKeng			0.91442	54	6d
2	vladimirsydor[ods.ai][AfterPa...			0.91388	15	5d
3	Как закалялась сталь			0.91324	82	3d
4	[ods.ai] resnet34 is all you need			0.91317	33	2h
5	MPWARE			0.91316	19	8h

- a) Team MPWARE has a total score of $(0.91580 + 0.91316) = 1.82896$ while Team [ods.ai] has a total score of $(0.91577 + 0.91317) = 1.82894$
- b) Team MPWARE will be overall rank 4, while Team [ods.ai] would be overall rank 5

- 2) The score for each round will be determined by taking 10% of the score from the Public Leaderboard and 90% of the score from the Private Leaderboard.

Score in Each Round = (10% Public Leaderboard Score + 90% Private Leaderboard Score)

Example 2


In *Round 1*, Team bestcodertester scored 0.77242 on the Public Leaderboard


Public Leaderboard






Private Leaderboard

This leaderboard is calculated with approximately 10% of the test data.

The final results will be based on the other 90%, so the final standings may be different.

 Raw Data

 Refresh

#	Team Name	Notebook	Team Members	Score ?	Entries	Last
1	bestcodertester			0.77242	1	20h
2	jianbao		 	0.77242	5	19h
3	5-進撃の巨人🤔		 	0.00000	3	22d


Also in *Round 1*, Team bestcodertester scored 0.77150 on the Private Leaderboard






Public Leaderboard

Private Leaderboard

The private leaderboard is calculated with approximately 90% of the test data.

This competition has completed. This leaderboard reflects the final standings.

 Refresh

#	Δpub	Team Name	Notebook	Team Members	Score ?	Entries	Last
1	▲ 1	jianbao		 	0.77160	5	19h
2	▼ 1	bestcodertester			0.77150	1	20h
3	—	5-進撃の巨人🤔		 	0.00000	3	22d






Team bestcodertester's overall score for Round 1 would be $[(0.1 \cdot 0.77242) + (0.9 \cdot 0.77150)] = 0.75394$

- 3) In cases where the total scores are tied, the final ranking will be determined by the average ranking across two rounds.






$$\text{Final Ranking} = (\text{Ranking for Round 1} + \text{Ranking for Round 2})/2$$

Example 3

In *Round 1*, Team MPWARE obtained a score of 0.91388 while Team [ods.ai] obtained a score of 0.91324

#	Team Name	Notebook	Team Members	Score ?	Entries	Last
1	HengCherKeng			0.91442	54	6h
2	MPWARE			0.91388	15	20h
3	[ods.ai] resnet34 is all you need			0.91324	82	1h
4	vladimirsydor[ods.ai][AfterPa...			0.91317	33	15h
5	Как закалялась сталь			0.91316	19	4d

In *Round 2*, Team MPWARE obtained a score of 0.91321 while Team [ods.ai] obtained a score of 0.91385

#	Team Name	Notebook	Team Members	Score ?	Entries	Last
1	HengCherKeng			0.91442	54	6h
2	vladimirsydor[ods.ai][AfterPa...			0.91388	15	20h
3	Как закалялась сталь			0.91324	82	1h
4	MPWARE			0.91321	33	15h
5	[ods.ai] resnet34 is all you need			0.91385	19	4d

- Total Score for each Team:
 - HengCherKeng - 1.82884
 - MPWARE - 1.82709
 - [ods.ai] - 1.82709
 - vladimirsydor - 1.82705
 - Kak - 1.8264
- Team MPWARE Total Score is $(0.91388 + 0.91321) = 1.82709$ which is tied with Team [ods.ai]
Total score of $(0.91324 + 0.91385) = 1.82709$
- Team MPWARE has an average rank of $(2+4)/2 = 3$ while Team [ods.ai] has an average rank of $(3+5)/2 = 4$
- Team MPWARE would be overall rank 2 while Team [ods.ai] would be overall rank 3

In the event that 2 teams are still tied with the same final rank, the criteria used to determine break the tie between two teams will be based on the presentability and efficiency of the script written. The final rank will be subjected to the I'm the Best Coder! Challenge Team's discretion.

- a) Presentability - How easy it is for the I'm the Best Coder! Challenge Team to understand your scripts, by reading your comments written in the script.
- b) Efficiency - How long it takes for your script to run from start to end.

Credits for example leaderboard taken from [here](#)

Special Cases

- 1) In the event that teams have the exact same score on the leaderboard, the team that submitted first would be ranked higher.
 - a) Although Ping, bestcodertester and bestcodertester2 all have the same scores, Ping who submitted first 4 days ago is first, while bestcodertester2 who submitted 1 minute ago is third.

Public Leaderboard Private Leaderboard						
This leaderboard is calculated with all of the test data.				Raw Data Refresh		
#	Team Name	Notebook	Team Members	Score ?	Entries	Last
1	Ping			1.00000	1	4d
2	bestcodertester			1.00000	1	4d
3	bestcodertester2			1.00000	1	1m

- 2) Teams that make submission after the deadline, will not have their scores on the leaderboard
 - a) Teams are reminded to ensure they make a submission BEFORE the close of competition round. Once the competition has closed, the Submit Predictions button will change to Late Submission and the score will not be reflected on either Leaderboards.

InClass Prediction Competition

Shopee Competition Page

Dummy Page

1 teams · 3 months to go

Overview Data Notebooks Discussion Leaderboard Rules Team My Submissions

Late Submission

I'M THE BEST CODER! CHALLENGE 2019

Terms and Conditions

("Competition Terms and Conditions")

1. Introduction

Shopee Singapore Private Limited ("Shopee") is organising a competition "I'm The Best Coder! Challenge 2019" (the "Competition") to be held on 20 October 2019 ("Competition Period").

The objective of the Competition is to find the fastest, most accurate and efficient coder through analysing complex problem statements and real datasets to solve industry problems.

Participants will be asked to work on multiple rounds of algorithmic coding puzzles, which must be solved in a specified amount of time by using codes of any programming languages.

2. Entry Requirements

2.1 To enter the Competition, the Participants through their respective teams shall register their interest:

- a) at the [careers.shopee.sg/bestcoder] ("Competition Website") using the provided registration form;
- b) within the registration period as specified on the Competition Website;
- c) provide any applicable personal and team information to complete such registration; and
- d) all data provided through the registration process must be complete, correct and provided in English.

For the avoidance of doubt, the Competition is not open to individuals without a team.

2.2 Each team is only allowed to submit one (1) registration form.

2.3 Shopee shall not be responsible for any late, lost or misdirected submissions, including delays and/or failure of any electronic or telecommunication systems due to (without limitation) technical faults and/or network disruptions/congestions or any technical or human error which may occur during the registration and/or administration of the Competition.

2.5 For the avoidance of doubt, submission of the registration form does not guarantee a team an opportunity to participate in the Competition. Shopee reserves the right, in its sole and absolute discretion, to reject or refuse participation of any Participant and/or team even after successful registration.

2.6 Upon successful registration, each Participant in the respective team will receive a confirmation email. In the event a Participant and/or team fails to receive a confirmation email or would like to clarify the team's registration status, he/she may send a query via email to: techsg@shopee.com.

3. Eligibility of Participants

3.1 Participants shall:

- a) be at least sixteen (16) years of age at the point of registration for the Competition; and
- b) not be a current employee (including intern), officer, or director and/or independent contractors of Sea Limited.

3.2 Subject to Clause 3.3, in the event Participants are found to be ineligible to participate in the Competition as specified in Clause 3.1 or are found to have gained insider information of the Competition, such Participants shall immediately be disqualified, and such Participants shall forfeit any Prizes they have received from the Competition, where applicable.

3.3 Subject to Shopee's written approval which shall be at Shopee's sole discretion, Shopee may allow Participants under the age of sixteen (16) to participate in the Competition.

4. Prizes

4.1 Prizes for the Competition ("Prizes") includes:

- (a) First Prize: Singapore Dollars (SGD) Three Thousand Dollars (SGD \$3,000) with potential full time/internship placements at Shopee and a round trip ticket to visit the office of PT. Shopee International Indonesia;
- (b) Second Prize: Singapore Dollars (SGD) Two Thousand Dollars (SGD \$2,000) with potential full time/internship placements at Shopee; and
- (c) Third Prize: Singapore Dollars (SGD) One Thousand Dollars (SGD \$1,000) with potential full time/internship placements at Shopee.

For the avoidance of doubt, full time/internship placements of Prize recipients in Shopee, under this section shall be subject to the satisfactory performance of such Prize recipients, during an interview with Shopee.

The decision of whether to offer Prize recipients such placement shall be at Shopee's sole and absolute discretion and Shopee shall not be required to provide any reasons for its decisions.

4.2 Shopee shall not be liable for any unsuccessful efforts to notify a winner of the Competition and Shopee reserves the right to select an alternate winner should the applicable winners of the Prizes be ineligible to receive such Prizes or are still unresponsive after Shopee's reasonable efforts to notify such winner of their win.

4.3 Prizes are non-transferable, and the recipients of such Prizes shall be solely responsible for any applicable taxes related to such Prizes.

4.4 Prizes shall not be sold or given away by their recipients.

5. Participation Requirements

By registering and participating in this Competition, the Participant agrees to comply with these Competition Terms and Conditions at all times.

Shopee shall announce the rules and judging criteria of the Competition and any such rules and judging criteria shall be deemed to be incorporated into these Competition Terms and Conditions.

5.1 Usage of equipment

Each Participant shall obtain and use their own laptop and each Participant is limited to one (1) laptop and charger for the purpose of participating in the Competition.

Data modelling and/or any relevant work in relation to the Competition shall be done on the Participant's laptop.

Participants shall adhere to any applicable code of conduct for their usage of any third-party platforms, and shall be responsible for any costs, fees or expenses incurred due to any excessive or inappropriate downloads or usage of such third-party platforms.

5.2 No sharing outside of teams

Privately sharing algorithms, codes and/or data for the purposes of the Competition, outside of the Participant's team is not permitted.

5.3 No hand labelling of data

Participants are not allowed to hand label Shopee Data (defined herein) provided to the Participants during the Competition Period. Shopee reserves the right to test the teams' source codes in their respective Entries to verify the authenticity of such Entry. Shopee reserves the right to revoke the teams' ranking if hand labelling is detected in any Entries of such team.

5.4 Team Size Limits

The team size shall consist of a minimum of 2 to a maximum of 4 Participants per team.

5.5 Team Category

The Competition category assigned to the team shall be dependent on the highest educational qualification among the Participants (For example, if a Participant in a team is a post-graduate/working professional while the rest are undergraduates, the Competition category assigned to such team shall be "Open").

5.6 Team Mergers

Mergers between teams may be permitted on a case by case basis as determined by Shopee at its sole discretion.

5.7 External Data

Usage of content, code and/or data made available on the Competition Website is permitted.

6. Disqualification

Shopee reserves the right to disqualify any Participants and/or teams at its sole discretion if such Participants and/or teams, where applicable is/are in breach of these Competition Terms and Conditions.

7. Mode of Submission

Teams shall submit their Entry through Kaggle ("Platform").

Entries shall be submitted in the format as specified by the Competition category.

Entries submitted after the stipulated submission deadline shall not be accepted and Shopee reserves the final right to reject any Entries in its sole discretion.

8. License by the Participants

8.1 Without expectation of compensation or other remuneration, now or in the future, Participant grants Shopee, its and its subsidiaries' and affiliates' agents, contractor and partners, an irrevocable, non-exclusive, royalty-free, worldwide, perpetual and sub-licensable license to use his/her image and likeness and/or interview statements from him/her in its publications, advertising or other media activities (including the Internet). This license includes, but is not limited to:

- a) the right to use the Participant's name;
- b) the right to interview, film, photograph, tape, or otherwise make a video reproduction of such Participant and/or record such Participant's voice;
- c) the right to use quotes from any applicable interview(s) (or excerpts of such quotes), the film, photograph(s), tape(s) or reproduction(s) of such Participant, and/or recording of such Participant's voice, in part or in whole, in its publications, in newspapers, magazines and other print media, on television, radio and electronic media (including the Internet), in theatrical media and/or in mailings for marketing, publicity and promotional purposes.

8.2 The winning team of the Competition shall license the winning Entry and the source code used to generate the Entry under an Open Source Initiative-approved license that in no event limits commercial use of such code or model containing or depending on such code.

9. Obligations of the Participants

9.1 Participant represents and warrants (where applicable) that he/she:

- (a) will comply with all applicable laws in performing under these Competition Terms and Conditions;
- (b) has full capacity, authority and legal right to agree to these Competition Terms and Conditions;
- (c) all information and/or data provided during the registration process, profile creation and/or subsequent communication with Shopee, where applicable are complete, truthful and accurate;
- (d) will not attempt to undermine the legitimate operation of the Competition by providing false information;
- (e) will not threaten, harass or display any threatening and/or harassing behaviour towards other Participants and/or Shopee (including its employees and representatives);
- (f) will provide further information as required by Shopee within the specified timeframe, from time to time;
- (g) will not submit more than one (1) registration form on behalf of his/her team for the Competition;
- (h) will not engage in actions contrary to Clause 5.2; or
- (i) submits an Entry contrary to Clause 5.9.

9.2 Participant further represents and warrants that the content of Entries shall not:

- (a) violate any rights of any third party;
- (b) contain any lewd, obscene and/or racist content; and
- (c) violate any applicable law

9.3 Participants agree that they shall not:

- a) use or access datasets provided by Shopee for the purpose of this Competition ("Shopee Data") for any commercial, gambling, or illegal purpose;
- b) copy, modify, reproduce, license, sublicense, distribute, transmit, republish, exhibit, or display the Shopee Data (except to the extent copying, modifying, reproducing or displaying is necessary and directly related to the Participants' participation in the Competition);
- c) remove, obscure, or modify any copyright notices or other notices, designations, or attributions within the Shopee Data; or
- e) use any Shopee Marks or any copyright or other proprietary rights associated with the Shopee Data for any purpose without the express written consent of Shopee
"Shopee Marks" means all names, trademarks, logos, symbols, designations, emblems, designs, and trade dress of the Shopee, together with all identifications, labels, insignia or indicia thereof.

10 Intellectual Property Rights

- 10.1 All intellectual property and proprietary rights in each team's Entry shall belong to such team and their respective Participants, save for Shopee's intellectual property embedded in such Entry which shall remain the sole property of Shopee.
- 10.2 Participant grants to Shopee, its and its subsidiaries' and affiliates' agents, contractor and partners, an irrevocable, free, non-exclusive, royalty-free, worldwide, perpetual and sub-licensable license to reproduce, distribute, transmit, create derivative works of, publicly display and publicly perform the Entry.
- 10.3 Shopee grants to Participants for the Competition Period a non-exclusive, non-transferrable and revocable license to use Shopee's Data solely in connection with the Competition. Participant shall not, without the prior written consent of Shopee, alter or modify or create derivative works of the Shopee Data or any of Shopee's intellectual property except as expressly set forth in these Competition Terms and Conditions.
- 10.4 Nothing in these Competition Terms and Conditions is intended to grant Participant any rights to use any of Shopee's intellectual property, except as specified in these Competition Terms and Conditions.
- 10.5 Participant warrants that (a) its Entry is their original work and (b) Participant has all rights and ownership or is a licensed user of all algorithms, code and/or data used within the Entry.

9 Indemnification and Limitation of Liability

Participant shall fully indemnify Shopee and hold Shopee harmless from and against any and all claims, actions, losses, damages, liabilities, costs, and expenses, including attorneys' fees and other legal expenses arising directly or indirectly from or in connection with (a) any breach by Participant of these Competition Terms and Conditions; (b) any failure of Participant to perform its obligations under these Competition Terms and Conditions in compliance with all applicable laws; (c) any violation of any rights of any third party related to Participant's Entry; and (d) Participant's fraud, negligence or wilful misconduct.

10 Termination

Shopee reserves the right to terminate the Competition at its sole discretion and at any time. The exercise by Shopee of its right to terminate the Competition shall not entitle Participant to any fees, damages, claims for expenses or lost profits, or any other recourse in law or in equity in respect of such termination.

11 Force Majeure

Shopee shall not be liable to Participant or be deemed to be in breach of these Competition Terms and Conditions by reason of any delay in performing or failure to perform any of its obligations, if such delay or failure was due to any event or circumstances beyond Shopee's reasonable control.

12 Decision

Shopee's decision on all matters regarding the Competition is final and binding on all Participants and Shopee shall not be required to provide any reason or explanation for its decision. Any reason or explanation provided by Shopee is for information only, shall not be binding on Shopee and does not constitute any representation, warranty or undertaking as to future action or otherwise.

13 Confidential Information

13.1 "Confidential Information" means all information that Shopee deems to be confidential,

13.2 Participant will: (a) treat as confidential all Confidential Information of Shopee; (b) not disclose that Confidential Information to any third party; (c) not use that Confidential Information except in connection with performing its obligations or exercising its rights under these Competition Terms and Conditions.

14 Personal Data

Participant agrees to Shopee's collection, use and disclosure of its personal data for the purposes of contacting Participant or its authorised representative by phone call, SMS or email in relation to the Competition.

15 General

15.1 Amendments

Shopee reserves the right to amend these Competition Terms and Conditions from time to time at its sole discretion.

15.2 No Waiver

A failure by Shopee to exercise or enforce any rights conferred upon it by these Competition Terms and Conditions shall not be deemed to be a waiver of any such rights or operate so as to bar the exercise or enforcement thereof at any subsequent time or times. Any express statement of a right of Shopee herein is without prejudice to any other right of Shopee expressly stated herein or arising at law.

15.3 Severability

If at any time any provision of these Competition Terms and Conditions shall be or shall become illegal, invalid or unenforceable in any respect, the legality, validity and enforceability of the remaining provisions of these Competition Terms and Conditions shall not be affected or impaired thereby, and shall continue in force as if such illegal, invalid or unenforceable provision was severed from these Competition Terms and Conditions.

15.4 Rights of Third Parties

A person or entity who is not a party to these Competition Terms and Conditions shall have no right to enforce or to enjoy the benefit of any term of these Competition Terms and Conditions.

15.5 Disclaimer

The Competition Website and all applicable content (including source codes) is provided on an “as is” and “as available” basis. Shopee disclaims all representations and warranties (express or implied), including any warranties of merchantability and fitness for a particular purpose. Shopee is not responsible for any incomplete, failed and/or delayed transmission of the Participants’ registration and/or submission of information and/or Entries due to the Internet, including interruptions or delays caused by equipment or software malfunction or other technical problems. Shopee is not responsible for any damage to the Participants’ laptops and/or mobile devices or such laptops’ and/or mobile devices’ software resulting from downloaded source code and/or content on the Competition Website and/or provided by Shopee. The usage of downloaded source code and/or content by the Participants are at their own risk.

The Participants understand and agree that travel contains some inherent element of risk of accident, illness, injury, loss or death. In no event will Shopee, its affiliates, or agents be liable for any harm, damage claim, loss or other action relation to or arising out of any travel in connection with the Competition.

15.6 Governing Law

These Competition Terms and Conditions shall be governed by and construed in accordance with the laws of Singapore, and each Participant submits to the non-exclusive jurisdiction of the courts of Singapore.