

World Crypto Con Hackathon Official Rules

ARTICLE 1 – ORGANIZATION OF THE COMPETITION

The World Crypto Con Hackathon, scheduled for October 30 - 31, 2019 (“Hackathon”, “Competition”, “The Event”) is open to eligible individuals (“Participant”) who are registered to participate. Your participation in the Hackathon constitutes your acceptance of all of the Official Rules contained in this document (the “Official Rules”), which will be provided to you at the Hackathon and available at <https://wcc-hackathon.bemyapp.com>. The Hackathon is being managed by official Hackathon organizers, Evolv Event and BeMyApp (hereby referred to as “Organizer” or “Organizers”). Organizer decisions concerning the Official Rules or any other matter relating to the Hackathon are final and binding.

ARTICLE 2 – OBJECTIVE OF THE COMPETITION

We've brought XYO, Ravencoin and EOS (“Partners”) on board to offer their technology and expertise to help your team move the needle and change the way the world uses and perceives cryptocurrency technologies.

WCC's ethos of reducing tribalism and embracing interoperability will be at the heart of this hackathon. Form alliances and show the blockchain community how you can impact the world.

Students, blockchain professionals, and enthusiasts alike are welcome to this two-day hackathon.

There are four (4) prize winning opportunities for competing teams: three (3) Partner Challenges, and one (1) Grand Prize. Partner Challenges include: Best Dapp Submission Submitted on EOS, Best Use of XYO SDKs, and Best Submission Using Ravencoin or the Ravencoin Dev Kit. For all Partner Challenges, use of each Partner's respective technology is required to be eligible.

A Grand Prize will be awarded to the Best Overall project. The Grand Prize is the only technology agnostic challenge. Use of Partner-specific technology is not required in order to be eligible. Teams who win the Partner Challenges are also eligible for the Grand Prize.

- 1.1.** Competing teams can consist of one to five people. However, Sponsor may increase the maximum team size at any time in its sole discretion. Teams can be formed before or during the event.
- 1.2.** Registration for the hackathon is through the Hackathon Website located at the URL below:
 - <https://wcc-hackathon.bemyapp.com>.Registration can also be completed at the Hackathon Eventbrite page at the URL below:
 - <https://www.eventbrite.com/e/world-crypto-con-hackathon-tickets-73644387345>
- 1.3.** To qualify for Day 2 of the Hackathon. All Teams must register their team with Hackathon Organizers before the end of the day (7:00 PM local time) on October 30th, 2019.
- 1.4.** All members of your team must meet the eligibility criteria contained in these Official Rules.

ARTICLE 3 – ELIGIBILITY

- Employees of Evolv Events, BeMyApp, EOS, XYO, Ravencoin and/or their affiliates, and members of their families, as well as anyone who has directly or indirectly contributed to the conception, organization or realization of the Competition, are ineligible to take part in the Competition.
- The Hackathon is open to eligible participants who are at least 18 years old, or the age of majority in the jurisdiction where they reside, whichever is older.
- If the participant is under the age of 18, they should obtain parent or legal guardian permission to participate in the hackathon. BeMyApp reserves its right to ask for the proof of this permission at any time during the hackathon, in particular at the time of reward of any prizes and is entitled to cancel the participation of a minor participant if said permission is not supplied.
- Each registration in the hackathon is an individual, and only one registration per person is allowed during the entire duration of the Competition.

Dates and times for Hackathon phases are subject to change at the discretion of Hackathon organizers.

Phase 1: Registration process

- Date: Between September 9, 2019, (12:01 PM local time) and October 30th, 2019, (6:59 PM local time).
- Objective: Every person interested in participation can register online on the dedicated website for the Hackathon. Registrants must provide the following information: last name, first name, date of birth, address, phone number, email and their profile for the purpose of the Competition, as suggested on the website. This information is required for the completion of registration.

Each candidate guarantees that the information entered during their application to the Competition is complete and accurate. Any false, incorrect or incomplete information can be deemed ineligible by Hackathon Organizers.

The Organizer reserves the right to reject an application at any time if the profile of the Participant does not comply with the Competition standards.

Phase 2: Beginning and end of the Competition

- Date: Between October 31, 2019, (8:00 AM local time) and October 31st, 2019, (12:30 PM local time).
- Place: The Cosmopolitan, 3708 S Las Vegas Blvd, Las Vegas, NV 89109
- Objective: Participants will meet and form teams of 1-5 Participants to focus around a single project of developing a prototype (hereafter referred to as "Teams"). A Participant cannot be a part of more than one Team. Teams will have until the end of Phase 2 to develop their prototype.
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Phase 3: Evaluation and presentation of the prototype

- Date: On October 31, 2019, (2:00 PM local time)
- Objective: Each Team will present a prototype to the jury for a duration which will be determined according to the number of developed prototypes and which will not exceed 5 minutes, including 3 minutes of demo and 2 minutes of questions/answers with the jury.

Phase 4: Jury's selection and Competition results

- Date: On October 31, 2019, (4:00 PM local time)
- Object: Jury's deliberation and announcement of winners and prizes

ARTICLE 4 – DETERMINATION OF WINNERS

Winning Teams of the Partner Challenges and Grand Prize will be determined by a jury of 1 to 8 members selected by Hackathon Organizers. The composition of the jury will be communicated to the Participants at the latest on October 30th. The jury will designate the winners during Hackathon Phase 4.

The winners will be selected from among the Participants who:

- Satisfy the conditions for participation as set forth in the Official Rules
- Participated in the Hackathon
- Were present during the submission of their prototype, or – if need be – were excused by the other members of their Team.

The jury will select the winning Teams based on the following criteria:

- 1) Innovation - Is the project new and disruptive?
- 2) Use of Technology - How has the team effectively utilized the available technologies?
- 3) Interoperability - How easy is the application to use? How well does it integrate with current blockchain technologies and companies?

Jury decisions are final and cannot be challenged.

ARTICLE 5 – PRIZES AWARDED

The Competition is endowed with four (4) prizes. Number of prizes and prize amounts are subject to change at the discretion of the Hackathon Organizers. Hackathon Organizers will make efforts to communicate any changes to prizes in a timely manner. Prizes are defined below:

EOS challenge prize (Best Dapp Submission Submitted on EOS): the sum of \$1,000 USD in EOS currency (divided equally between each member of the winning team). More details on how exchange rate is measured for this prize amount is included in Article 6 of these conditions. Info on EOS currency can be seen at <https://coinmarketcap.com/currencies/eos/>.

XYO challenge prize (Best Use of XYO SDKs): the sum of \$1,000 USD in XYO currency (divided equally between each member of the winning team). More details on how exchange rate is measured for this prize amount is included in Article 6 of these conditions. Info on XYO currency can be seen at <https://coinmarketcap.com/currencies/xyo/>.

Ravencoin challenge prize (Best Submission Using Ravencoin or the Ravencoin Dev Kit): the sum of \$1,000 USD in RVN currency (divided equally between each member of the winning team). More details on how exchange rate is measured for this prize amount is included in Article 6 of these conditions. Info on RVN currency can be seen at <https://coinmarketcap.com/currencies/ravencoin/>.

Grand Prize (Best Overall Project): the sum of \$3,000 in USD (divided equally between each member of the winning team).

The gained prizes are neither exchangeable nor refundable against their cash value. Hackathon Organizers reserve the right, if circumstances so require, to replace the prizes by others of equivalent value, without liability being incurred thereby.

Prizes distribution information will be given to winners following the announcement of the jury decision on October 31st around 5:00 PM local time.

ARTICLE 6 – PRIZE ALLOCATION

Prize distribution will be administered by Evolv Events to the Winners within a maximum of 120 days after the announcement of the winners, to the address indicated by the winners.

If the address of a winner is unusable (illegible, incomplete or erroneous), the latter may lose the profit of its prize.

The Organizer cannot be held liable because of an error of routing of the prize, the loss of prize during shipment, or the impossibility to contact the winner. For EOS, XYO and Ravencoin challenge prizes, amounts will be determined by taking the average price of the respective cryptocurrency asset based on daily close for the 30 days leading to the conference (September 30, 2019 to October 29, 2019). For example, if the 30 day average price on daily close for EOS crypto is \$10.00 USD, the winning team for the EOS partner prize would receive 100.00 EOS.

No documentation or items will be sent to Participants who did not win.

ARTICLE 7 – COMPENSATION

Participant waives all of their claims regarding compensation against the Organizer due to their participation to the Competition (in particular with regards to costs incurred for participation such as transport, accommodation, etc.) with the exception of drinks and meals which will be supplied by the Organizer during the duration of the Competition.

ARTICLE 8 – MODIFICATION, INTERRUPTION AND TERMINATION OF THE COMPETITION

The Organizer reserves the right to shorten, extend, modify or terminate the Competition, or a part of the Competition, as a result of a force majeure event without incurring liability as a result thereof.

In such case, the Organizer will provide notice thereof to the Participants by any means of its choice (including email and/or publication on the Website), and, if the need arises, will communicate to the Participants the new rules applicable or the new ending date of the Competition, as the case may be. Each Participant may notify the Organizer by email that they refuse the new conditions of the Rules, in which case they will be excluded from participating, which they expressly accept. If no refusal is communicated to the Organizer within 72 hours, the new conditions of the Rules will be deemed to have been accepted by Participants.

In case of a modification to the Rules, cancellation or interruption of the Competition, or a reduction or an extension of its length, the Organizer waives all liability and Participants will not be entitled to any compensation.

ARTICLE 9 – FRAUD

The Organizer may cancel all or part of participations in the Competition if it appears that fraud has occurred in any form whatsoever, in particular computer fraud, during the Competition. The Organizer reserves, in this case, the right not to award prizes to fraudsters, to disqualify the concerned prototype project and/or to bring actions against the authors of these frauds. The Organizer shall not incur any responsibility towards the Participants because of the committed frauds.

Furthermore, the Organizer cannot be liable in case of damage, whether material or immaterial, caused during the Competition and thereafter, to the Participants, to their computing equipment, or to the data, including consequences which may ensue from it on their personal, professional or commercial activity.

ARTICLE 10 – EXPLOITATION RIGHTS AND INTELLECTUAL PROPERTY

Exploitation and property rights to prototypes developed during the Competition are reserved to Participants.

If the Participants wish to assign their rights, they shall first offer to the Organizer the option to acquire the rights in their prototypes for commercial use. The conditions of this assignment of rights shall be defined by way of a separate agreement between the Organizer and the Participants. During the Competition, the Participants shall only use elements which are clear of any rights. Any third-party elements included in the prototype, including open source software, must be clearly identified with their version, the terms of the applicable license and any other details regarding their use. The Participant understands that this information is taken into account in the assessment for the allocation of a prize.

The prototypes shall not infringe any intellectual property right or images right. Each Participant warrants to the Organizer that their creation does not infringe in any way any third-party rights, and that they obtained, where necessary, the authorization of any third party.

By joining the Competition, Participants expressly authorize the Organizer, for free, to publish, communicate, exhibit and disclose orally, graphically or in writing, projects and prototypes presented during the Competition. Each Participant agrees to be mediatized (portfolio, website, etc.) and authorizes the Organizer, for free, to present all the works realized on all the communication media used in support of this Competition as well as to mention names, first names and images of the Participants.

Under this regulation, the Participant shall not acquire any full or partial right of any kind on the name and trademarks of Organizers, nor on Partners, names and/or brands associated with the Hackathon, used alone, in association with or as part of another word or name, or any rights on trademarks, names, logos, or any of associated or related companies.

ARTICLE 11 – IMAGE RIGHTS

The Participants may be filmed or photographed during the event. By joining the Competition, the Participants agree to the use and the distribution of their image by the Organizer, including for promotional events occurring after the Competition. The production and distribution of films and photographs of the event will not lead to any compensation of the Participants.

ARTICLE 12 - CONFIDENTIALITY

The Participant acknowledges the confidentiality of all information and documents which have been shared with them throughout the Competition.

During the whole duration of the Competition, the Participant will not directly or indirectly use or share any information with any third party, unless they have obtained a written authorization to do so, delivered by the Organizer beforehand. This applies to information shared with them by the Organizer or shared with them indirectly upon the execution of this contract.

The Participant commits to delivering any document containing confidential information or shared with the Participant upon the execution of this contract, on the Organizer's simple request. This confidentiality agreement is valid for 24 months from the start of the Second Phase mentioned in this contract.

ARTICLE 13 – PROTECTION OF PERSONAL DATA

The collection and processing of personal data relating to the Participant by the Organizer is primarily intended to ensure that the Competition will be properly completed and in particular to allow the Organizer to contact the winner and to award them the prizes in an efficient way and, if the case arises, to publish the list of the winners.

Personal Data you submit when you participate in the Hackathon will be treated in accordance with our Privacy Policy <http://privacy.bemyapp.com/> and applicable data protection laws.

Participants have the right to access, update and/or obtain deletion of their data by requesting directly to BeMyApp at the address 950 Battery St, 2nd Floor, San Francisco, CA 94111 or by going to data.bemyapp.com.

ARTICLE 14 - RESPONSIBILITY

Participation in this Hackathon is voluntary, and Sponsor will not compensate any participant for time spent or tasks performed in participating in the Hackathon.

The failure of Sponsor to comply with any provision of these Official Rules due to an act of God, hurricane, war, fire, riot, earthquake, terrorism, act of public enemies, actions of governmental authorities outside of the control of The Organizer (excepting compliance with applicable codes and regulations), or other "force majeure" event will not be considered a breach of these Official Rules.

BeMyApp reminds Participants about the characteristics and limits of the Internet network and declines any responsibility regarding any consequence that may occur while they are connected to the Internet network on the event websites and during their participation in the Competition.

BeMyApp shall not be made responsible if Participants cannot connect to the website of the event due to a technical fault or in the event of any problem linked namely and not exclusively to (1) network overload ; (2) an electric or human error (3) any malicious intervention ; (4) a issue related to a phone line ; (5) an issue related to hardware or software ; (6) a hardware or software malfunction ; (7) a case of emergency ; (8) disruptions that may affect the smooth running of the Competition.

It is the Participant's responsibility to take the appropriate measures to protect their own data and/or software located on their computer equipment, against any violation. The Participant's connection to the event websites and their participation in the Competition is made under their own sole responsibility. BeMyApp shall not be held responsible for any infection by potential viruses on the Participant's computer equipment, or of the intrusion of a third party on their system.

BeMyApp shall not be held responsible if, for any reason, data related to a Participant's registration doesn't reach the company or is illegible or impossible to process.

BeMyApp and the Organizer reserve the right to exclude any Participant or person disrupting the Competition's smooth running. They reserve the right to use any recourse, including suing anyone suspected of cheating, falsifying, or disrupting the process described in the Official Rules, or suspected of trying to accomplish such actions. Any Participant deemed by the Organizer or by BeMyApp to have disrupted the Competition in any of the ways stated above, will be deprived of the right to obtain any prize, and no claim will be accepted consequently.

Participants remain solely and entirely responsible for the damages caused by them or their equipment to goods or people during the competition. They see to covering their risks by their own insurance and renounce any right to resort to the Organizer or BeMyApp in that respect.

ARTICLE 15 – APPLICATION OF THE OFFICIAL RULES

This document is accessible on the event website <https://wcc-hackathon.bemyapp.com> during the full duration of the Competition.

Participation in the Competition implies full acceptance without reservation of the present regulation. Participation in the Competition is strictly personal and the Participant cannot, under

any circumstances, be replaced. Any claim relating to the Competition will be barred after the period of 6 (six) months from the deadline for participation stipulated in Article 1.

The Official Rules and any contractual and non-contractual disputes in connection with them shall be governed by, construed and take effect in accordance with Arizona law. Any dispute arising out of or in relation to the Official Rules shall be brought to amicable settlement.

In case of failure to reach an amicable settlement, the parties submit to the exclusive jurisdiction of the Arizona courts to decide and settle any claim, dispute or matters arising out of or in connection with the Official Rules or established by them (whether contractual or non-contractual).