

## **Hack for NF (Neurofibromatosis) Hackathon**

### **ARTICLE 1 – ORGANIZATION OF THE COMPETITION**

The Hack for NF Hackathon, scheduled for October 2nd - November 13th, 2020 (“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 [Event website URL]. The Organizer’s decisions concerning the Official Rules or any other matter relating to the Hackathon are final and binding.

### **ARTICLE 2 – OBJECTIVE OF THE COMPETITION**

#### **Hackathon Challenge Statement**

By competing in the Hack for NF hackathon you will have the opportunity to create solutions that further advance the research fields around NF (neurofibromatosis) and other rare diseases. Your solutions should focus on improving patient useability & accessibility of applications, or improve upon the data analytics & research methodologies that are used by researchers in this field every day. The winning solutions will further help to create a data driven framework that helps in hacking tough challenges such as NF & other rare diseases. Solutions should incorporate emerging technologies such as AI, ML or NLP so that existing data can be re-used to find new insights, refine algorithms, and identify alternative approaches to therapies and research.

You will be provided with multiple data sets that you will need to utilize for your projects. Your potential solutions can be based around a wide range of topics, including but not limited to:

1. **NF DATA:** Use the data provided or combine with external datasets to create a data-driven project that will advance the field of NF research.

Examples:

**Drugs and Targets**

Following the recent approval of Koselugo, the first-ever drug approved for NF, use the data provided to identify new promising targets, drugs or drug combinations, biomarkers that could be used for prevention, diagnosis or prognosis. Integrate NF data with external datasets to find common traits or a potential new way to intervene in disease progression.

**Imaging**

Use the Whole-Body MRI dataset provided, including sequential scans to improve on an existing segmentation algorithm for accuracy in measuring tumors, or identify different tumor types.

## Analytical tools

Data Analysis App: Create an application to interactively analyze NF Data Portal data or other open NF data using machine learning or other cutting edge computational methods to help guide NF researchers and clinicians to their next big breakthrough! Submissions in this category will be eligible to be listed on the [Tools page of the NF Data Portal](#).

2. MOBILE DEVICE ENGAGEMENT: Create a mobile device application that improves on common patient problems. First-person input from patients will be given during the hackathon so you can create a solution with real-world applicability.

Examples:

(Companion App for ABI or cochlear implant) NF2 patients lose hearing due to bilateral VS, they need an ABI or cochlear implant. How can these devices be improved? For example, your solution could be a companion app that help patients to learn how to use them, guiding them to recognize sounds or words better, or creating daily exercises to improve their usability.

(Pain tracking app) Pain is a common feature across all forms of NF, heavily impacting on patients' quality of life. Tracking pain is very useful to understand efficacy of therapeutic interventions as well as for the management of daily medication. In collaboration with clinicians, your solution could help patients and clinicians tracking pain evolution in either clinical trial or daily practice settings.

## 3. WILDCARD CHALLENGE

Do you have a project in mind that incorporates aspects of all of the above challenges? Or do you have a project with a different use case in mind, but still benefits NF patients, researchers, & clinicians? If so, then your potential solution would fall into our Wild Card Challenge category! Your solution will still need to focus on improving patient usability & accessibility or helping researchers & clinicians in their work, but if you have an idea in mind that isn't listed in the other challenges, your solution is valuable to this hackathon!

## ARTICLE 3 – ELIGIBILITY

The registration for the Competition is open from August 4th until November 13th. The hackathon will take place from October 2nd 12:00 AM EST, until [November 13th, 11:59 PM EST.

Employees of the Children's Tumor Foundation (the "Organizer") and BeMyApp 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.

Each registration in the hackathon is individual, and only one registration per person is allowed during the entire duration of the Competition.

If any participant had access to the non-public datasets used in Hackathon 2020 prior to the event (due to participation in 2019 NF hackathon or otherwise), they are required to add at least one team member who is a new participant in Hackathon 2020 and did not have access to these datasets until the most recent release date.

### **Phase 1: Registration process**

Date: Between August 4th and November 13th.

Objective: Every person interested to participate can register online on the dedicated website for the Competition accessible at the following address: **[nfhack.bemyapp.com](https://nfhack.bemyapp.com)**. 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 will automatically result in the application being rejected.

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 2.1: "Ideation" Online platform**

Date: August 4th - November 13th

Platform website address: **[nfhack-platform.bemyapp.com](https://nfhack-platform.bemyapp.com)**

Object: On the "Ideation" platform, each Participant will exchange with mentors and other Participants their questions and ideas in order to mature them before the hackathon.

### **Phase 3: Beginning and end of the Competition**

Date: On October 2nd, 12:00 AM EST - November 13th, 11:59 PM EST.

Place: **[nfhack-platform.bemyapp.com](https://nfhack-platform.bemyapp.com)**

Objective: Participants will meet and form teams of 1-7 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 November 13th, 11:59 PM EST to develop their prototype.

#### **Phase 4: Evaluation and presentation of the prototype**

Date: On November 14th & onward (dependent on number of submissions)

Place: [nfhack-platform.bemyapp.com](http://nfhack-platform.bemyapp.com)

Objective: Each Team will present its 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 5: Jury's selection and Competition results**

Date: On November 21st, (dependent on number of submissions)

Place: [nfhack-platform.bemyapp.com](http://nfhack-platform.bemyapp.com)

Object: Jury's deliberation and announcement of winners and prizes

#### **Phase 6: Incubation program**

Date: November 22nd (dependent on number of submissions)

Place: [nfhack-platform.bemyapp.com](http://nfhack-platform.bemyapp.com)

Object: Following Phase 6, 3-5 teams will be selected to join an incubation program of 3 months, during which they will receive support to help finalize their projects. Several mentors and stakeholders will be involved to deliver the program. At the end of this incubation phase, a jury made of employees from the Organizer's company and external stakeholders will rate the projects in the incubation program. The criteria for the incubation project presentation have not been established yet.

### **ARTICLE 4 – DETERMINATION OF WINNERS**

The 1st, 2nd and 3rd place winning Teams will be determined by a jury of members representing the Organizer and other professionals. The composition of the jury will be communicated to the Participants at the latest on November 13th, 2020. The jury will designate the winners on or around November 21st, 2020.

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 throughout the duration of the hackathon, or – if need be – were excused by the other members of their Team.

Jury decisions are final and cannot be challenged.

## **ARTICLE 5 – PRIZES AWARDED**

The Competition is endowed with 3 \$7,500 cash prizes, and one additional \$7,500 grant prize:

**1<sup>st</sup> prize:** the sum of \$7,500 (divided equally between each member of the winning team).

**2<sup>nd</sup> prize:** the sum of \$7,500 (divided equally between each member of the winning team).

**3<sup>rd</sup> prize:** the sum of \$7,500 (divided equally between each member of the winning team).

**Grant prize:** In addition to winning a cash prize, all teams will have the opportunity to win an additional \$7,500 grant prize & participate in further completing their project via the NF Virtual Institute & NF Incubator. To win this prize, teams need to submit (with their completed project), a 3-month plan that details a brief project summary, impact of their solution, and a plan for the development of their project during the incubation period with clear goals.

In addition to the grant prize winner, 3-5 additional teams will be selected for incubation.

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

Prizes will be given to winners following the announcement of the jury decision.

Any team that accepts a money prize will commit to complete a detailed write-up of their project, method, and results in the form of a pre-print article or as a wiki page on the NF data portal within 3 months from the acceptance of the prize. Data, protocols, and code have to be made available at the time of submission through the NF Data Portal or a designed GitHub repository.

## **Article 5A - SUBMISSION CRITERIA**

For their final submission, teams will have the flexibility to wrap-up their project and compete for one of the three \$7,500 prizes. Teams competing for the grant prize are required to submit (together with their most completed project), a **3-month plan** (2-page max) that

includes the following sections: a brief project summary, impact of their solution, a plan for the development of their project during the incubation period with clear goals. Although one team will get the grant prize, we anticipate 3-5 teams to be invited to the NFVI and NF incubator with the opportunity to continue working and potential access to funding. In order to qualify for submission, all teams are required to check-in at least once with a mentor for a one-on-one session.

## **ARTICLE 6 – PRIZE ALLOCATION**

Prizes will be sent by the Organizer 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 will 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.

No mail will be sent to Participants who did not win.

Winners are responsible for bank and any other fees associated with funds transfer and currency exchange from USD to local currency. the Organizer reserves the right to substitute a Prize of equal or greater value where permissible under law. All taxes are the sole responsibility of the winner. Chances of winning depend on the number of eligible entries received and the skill in meeting the Judging Criteria.

## **ARTICLE 7 – 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, trademark nor on any names and/or brands associated with the Organizer, used alone, in association with or as part of another word or name, or any rights on trademarks, names or logos of the Organizer, or any of its associated or related companies.

#### **ARTICLE 8 – 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 9 – 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 10 – 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 11 - RESPONSIBILITY**

PARTICIPATION IN THIS HACKATHON IS VOLUNTARY, AND ORGANIZER WILL NOT COMPENSATE ANY PARTICIPANT FOR TIME SPENT OR TASKS PERFORMED IN PARTICIPATING IN THE HACKATHON.

The failure of Organizer 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/health authorities outside of the control of The Organizer such as COVID-19 related orders and recommendations (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 the Organizer or BeMyApp in that respect.

#### **ARTICLE 12 – 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 13 - 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 14 – 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 FYI, new SF office address: 535 Mission St 14th floor, San Francisco, CA 9410 or by going to [data.bemyapp.com](http://data.bemyapp.com).

## **ARTICLE 15 – APPLICATION OF THE OFFICIAL RULES**

This document is accessible on the event website **[nfhack.bemyapp.com](http://nfhack.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 New York law without giving effect to any choice or conflict of law provision or rule that would cause the application of law of any jurisdiction other than New York. The parties shall make first effort to bring any issue to amicable settlement followed by mediation.

In case of failure to reach settlement by mediation, the parties submit to the exclusive jurisdiction of the State courts of the state of New York 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).

## **ARTICLE 16 – OTHER IMPORTANT CONSIDERATIONS FOR THE SIGNER OF THIS DOCUMENT**

Each party to this document had the opportunity to obtain the advice of counsel before signing this agreement. Each signer either received the advice of counsel or specifically chose not to receive the advice of counsel.

If any part, paragraph or portion of this agreement is not enforceable, all other parts, paragraphs and portions shall remain in full force and effect.

## **Code of Conduct**

The 2020 NF Hackathon Community as a whole is made up of members from around the world with a diverse set of skills, personalities, and experiences. It is expected that participants in this hackathon will foster an open, positive, and harassment-free community and that they will treat each other with respect and courtesy.

Please follow the guideline below in spirit and letter, and encourage others to behave according to the same principles and values.

## **Our Standards**

Hackathon participants are:

- Using welcoming and inclusive language
- Being respectful of differing viewpoints and experiences
- Gracefully accepting constructive criticism
- Focusing on what is best for the community
- Showing empathy towards other community members

Examples of unacceptable behavior include:

- The use of sexualized language or imagery and unwelcome sexual attention or advances
- Trolling, insulting/derogatory comments, and personal or political attacks
- Public or private harassment
- Publishing others' private information, such as a physical or electronic address, without explicit permission
- Other conduct which could reasonably be considered inappropriate in a professional setting

Participating in this hackathon is a choice. Violation of this Code may lead to a temporary or permanent ban from this event and, depending on the violation, from our future events.

If you encounter any violations of these standards, please contact one of the 2020 Hack for NF organizers ([slarosa@ctf.org](mailto:slarosa@ctf.org), [lucas.b@bemyapp.com](mailto:lucas.b@bemyapp.com), [zach@bemyapp.com](mailto:zach@bemyapp.com)) team members.

All reports will be investigated and will result in a response that is deemed necessary and appropriate to the circumstances. The Children's Tumor Foundation is committed to maintaining the confidentiality of victims and/or reporters of an incident.