NOKIA

FPGA Hackathon

Event Rules & Regulations

1. Organizer: Nokia Solutions and Networks Sp. z o. o. based in Warsaw.
2. Event: FPGA Hackathon.
3. Participant: The person who registered for the Event and was accepted by the Organizer to attend the Event.
4. Team: A group of two or three Participants registered under the same team name and are about to compete in the Event together as a team.
5. Purpose / Topic: The Event is aimed at enthusiasts of topics related to FPGA, electronics, and broadly understood new technologies. The Event creates a space for exchanging experiences, integrating the scientific community with business, making valuable contacts, and providing opportunities for gaining new professional opportunities.
6. Date: April 20-21, 2024, in a hybrid form.
7. Place: The Event will take place in a hybrid form. Participants can choose one of two forms:
   a. Stationary, where Participants will join the Event on-site in the Kraków Technology Park at Podole 60 Street in Kraków.
   b. Remote, where Participants will join the Event using the Discord platform.
8. Program: The program of the Event will be available on the [FPGA Hackathon's official website](#) closer to the Event.
9. Rules of the competition:
   1. Only the 2-person or 3-person Teams will be accepted to the Event. While registering, Participants need to indicate the Team they belong to. Participants that do not belong to any Team will not be accepted to the Event.
   2. A Participant may be a member of only one Team.
   3. Registration for the Event will start on March 4, 2024, and end on March 24, 2024.
   4. Registration link will be available on the [FPGA Hackathon's official website](#).
   5. Registering for the Event is not synonymous with acceptance to the Event.
   6. Every participant accepted to the Event by the Organizer must send the attendance confirmation within seven days from the day the mail with the acceptance was sent. Otherwise, the Participant will be declined to attend the event.
   7. The Organizer reserves the right to accept another Team to replace the Team that the members did not confirm their attendance within seven days from the acceptance.
   8. The Teams that confirmed the attendance but did not attend the Event will be banned for the following Event editions.
   9. The Organizer reserves the right to extend the duration or re-open the registration.
   10. Due to current restrictions, the Organizer reserves the right not to accept affected Participants to the Event.
   11. Event check-in is mandatory for both stationary and remote Participants. For the stationary Participants, the check-in will be held on-site. For the remote Participants, the check-in will be conducted online. The details about the

check-in process will be sent by email before the Event. The unique QR code will be sent to each confirmed Participant before the Event and should be used to check in for the Event.

12. Attendance at the Event is confirmed by enrolling in the Discord group and checking in at the Event in either stationary or remote form.

13. Participants are required to behave in a manner that does not endanger the safety of other individuals to comply with the provisions of the facility and Event regulations.

14. It is forbidden to bring and possess by the Participants weapons or other dangerous objects, explosives, pyrotechnic products, fire-hazardous materials, narcotic substances, or psychotropic substances.

15. Each stationary Participant will receive a badge from the Organizer and is obliged to wear it throughout the Event in a place visible to the Organizer (or is obliged to present it each time at the Organizer's request). The lack of a badge entitles the Organizer to remove the Participant from the Event area. The Participant cannot transfer the badge to another person.

16. The Organizer may ask to share their image via webcam (if the Participant joins the Event in the remote form) at times selected by the Organizer during the Event.

17. The Organizer reserves the right to extend the duration of the Event in exceptional situations.

18. The Organizer reserves the right to not send gifts for participating in the event (gadget packs) outside of Poland. A gift in a digital form will be distributed to the affected Participants.

19. The condition for receiving the gift is the Participant's attendance at the Event. The rule applies to both stationary and remote Participants.

20. The selection of the three winning Teams will be done based on the scoring system. The Organizer reserves the right to choose the winners not based on the selection made by the scoring system in exceptional situations.

21. Prizes are awarded only to the three winning Teams.

22. The Organizer reserves the right to award distinctions to other Teams or Participants, not only the winners.

23. The Organizer reserves the right to verify the identity of Team members during the Event.

24. The prizes are material prizes.

25. Information on the prizes will be available on the [FPGA Hackathon's official website](#) closer to the Event.

26. The offered prizes are not subject to exchange for cash prizes, other prizes, or a cash equivalent.

27. The Organizer does not bear customs costs for sending prizes.

28. Each member of the winning Team who registered and participated in the Event will receive a prize.

10. The Participant agrees to be sent by e-mail information about current and future Event editions or recruitment processes conducted by the Organizer.

11. The Organizer does not claim any intellectual property rights to the solutions invented by the Participant.
12. Contact details of the Organizer: contact.hackathon@nokia.com.

The provisions Regulamin udziału w bezpłatnych wydarzeniach on-line/Regulations governing participation in free stationary events and the Nokia Privacy Policy, as well as the regulations of the Kraków Technology Park facility, shall apply to the Event .