

Official Rules

COMMON TERMS USED IN THESE RULES

These are the Official Rules that govern how LTA's Transport and You(th) Hackathon (the "Competition") operates. In these rules, "we", "our", "us", "Organisers" and "LTA" refer to the Land Transport Authority of Singapore. "You", "your", and "yourself" refer to an eligible Participant. LTA reserves the right to amend the Official Rules at any time without prior notification, and such amendments shall take effect from the time they are published on the transportandyouth.mytransport.sg.

COMPETITION DESCRIPTION

LTA's Transport & You(th) Hackathon aims to engage eligible Participants in enhancing commuter travel experience through the innovative use of technology, by leveraging on the new land transport real-time datasets. Through this event, LTA hopes to promote co-creation of innovative land transport solutions for the commuters by the commuters.

The Competition is held at Employment & Employability Institute (e2i) – 80 Jurong East Street 21 and will run from 5pm on 16 April 2015 to 6pm on 19 April 2015. Registration is opened from 18 March 2015 to 10 April 2015.

AM I ELIGIBLE?

Unless otherwise indicated in the Official Rules, you are eligible to participate in the Competition if you meet the following requirements:

- You are at least **17 years** of age **and** are at most **30 years** of age as at 16 April 2015.
- If you are below 21 years old, you **must** seek the consent of your parent or legal guardian prior to registering for this Competition.
- You are a national of **any** country.
- You are **not** an existing employee or intern of Ogilvy & Mathers, K1ND, LTA or any of their subsidiaries (that is, any company that is wholly or partly owned or controlled by Ogilvy & Mathers, K1ND or LTA).
- You are **not** involved in any part of the execution or administration of this Competition; **and**
- You are **not** an immediate family member (e.g. parent, sibling, spouse, child) or household member of an employee of any the following organisations: Ogilvy & Mathers, K1ND, LTA or any of their subsidiaries.
- You must provide true, accurate and complete information in the registration form when you register, including providing updates as necessary to ensure that all the information continues to remain up to date at the start of the Competition.
- You must be present on registration day, 16 April 2015, to confirm your attendance and participation in the Competition. For verification purposes, you are required to bring a photo Identification card (e.g. National Registration Identity Card) on this day, and (if you are below 21 years old) the consent form signed by your parent / legal guardian and a photocopy of your parent/legal guardian's photo Identification Card.

Any Participant who does not meet any of the above requirements will be disqualified immediately.

FORMATION OF TEAMS

You may form a team of up to seven (7) eligible members prior to the Competition. You may be a member of more than one team. However, every member of a team must be registered individually.

For Participants looking for a team they can be part of, we will facilitate the process by helping to put these Participants in touch with each other during the pre-Competition workshops and on the first day of Competition.

It is recommended that Participants form teams with members from diverse backgrounds (e.g. Team comprising a programmer or UI/UX designer, someone with marketing background and someone with a communications background) but this is not mandatory.

HOW DO I REGISTER?

To participate in LTA's Transport and You(th) Hackathon, you must first register at transportandyouth.mytransport.sg. Once you have registered, you may start forming your own team and also building your solution/prototype. Incomplete or indecipherable registration entries will be deemed invalid and disqualified.

HOW MANY ENTRIES CAN I SUBMIT?

Participants may submit only one entry per team for the Competition. If you are a member of more than one team, each team that you are a member of is entitled to submit one entry for the Competition.

GENERAL STANDARDS FOR ENTRIES

All entries must meet the following general standards:

- Incomplete or indecipherable entries will be deemed invalid and disqualified.
- All entry materials must be presented and/or submitted in the English language unless otherwise specified.
- You/your Team are required to make an oral presentation and provide supporting materials during the judging of the Competition.
- The content of your/your Team's entry and any supporting materials must be acceptable for all viewing audiences. Any Participant who submits any entry or supporting material that contains text, sound or images that we (in our sole discretion and for any reason) regard as vulgar, offensive, or inappropriate for public viewing, or that presents us in a negative light, will be automatically disqualified.
- You/your Team may begin ideation and building your wireframes and digital mockups prior to the Competition. However, you/your Team are not allowed to participate with a pre-existing developed application or solution that has ever been published in any digital

marketplace before. You/your Team should leverage on the datasets and tools provided to further enhance your/your Team's prototype/solution.

- You/your Team are allowed to amend your/your Team's own business idea/concepts, team names and logo up till the pre-judging submission that ends at 6pm on Saturday, 18 April 2015.
- All entries submitted for the Competition must not be past winning entries of any previous or other competition.

By submitting an entry in this Competition, you personally represent to us and confirm in good faith that, to the best of your knowledge and belief:

- Your/your team's entry meets all the requirements set forth above and in the Official Rules; **and**
- Your/your team's entry in its entirety as well as each sub-component, is comprised of your/your team's original work; **or**
- If your/your team's entry includes any material created by someone who is not part of your team, you/your team has obtained all necessary consents, approvals, and/or licenses required for you/your team to include that material in your/your team's entry.

Important note about Open Source, Copyright, and Free Licenses: Your/your team's entire entry must only include material (including source code – both open source and third party sourced, user interface, music, video or images) that you/your team owns or that you/your team has permission from the relevant copyright/trademark/patent owner to use. Your/your team's entry should not include any copyrighted materials (such as source code, user interface, background music, images or video) unless you/your team owns or has permission to use the materials. (Please note that: merely purchasing a CD at a music store does not give you the right to use the CD recording for purposes other than private, personal enjoyment. Merely coming up with an idea to re-use an existing application's user interface for a different application or purpose does not give you the right to make use of or adapt the existing application's user interface for the different application or purpose.) – Your/your Team's entry will be disqualified if copyrighted or otherwise restricted/protected materials, including but not limited to these examples, form a part of your/your Team's entry without you/your Team having secured appropriate licenses or permissions. If you/your Team do use copyrighted materials with the permission of the relevant copyright owners, you must include details of the permissions granted to you/your Team by citing the artist/creator and details of the license granted. Please note that even material released under sites such as Creative Commons, common open source code licenses, and other similar licensing may need permission or acknowledgement as per the specific license. Your/your team's entry will be disqualified if you/your team fail to include details of the necessary permission that you/your team have obtained.

Important note about Hardware: If your project includes a hardware component (e.g. laptop), you are expected to bring your own hardware for judging during the Competition when making the in-person presentation or hands-on demo, at which point your solution must be complete

and functional for evaluation by the judges. Any presented software, must simulate hardware-related data and functionality so that your software can at least be evaluated for user experience design, platform compatibility, and so forth. If elements of your solution cannot reasonably be simulated, describe those omissions in your submission and work around those areas as best as you can, to enable the judges to evaluate as much of your project as is possible.

Important note about Connectivity/Authentication Requirements: If your/your Team's project incorporates any form of remote connectivity requiring authentication, consider fall-back mechanisms to simulate as much of your functionality as is reasonable to enable the judges to evaluate your software in case of network failure or connectivity issues. You should also describe any simulations and omissions in your submission in order for the judges to understand and evaluate accordingly.

We reserve our right to disqualify or reject any entry that we, in our sole and absolute discretion, determine does not meet any of the above criteria. If we do not receive a sufficient number of entries meeting our entry requirements, we may, in our sole discretion, select fewer than the originally publicised number of winners. The decisions of the judges are final and binding in all matters related to the Competition, and no correspondence or discussion related to such decision shall be entertained.

PRIZES

Your/your Team's chances of winning a prize will depend on the number of eligible entries received and how it meets the judging criteria.

For all prizes awarded to the winning teams, each team has full autonomy to decide how the prize should be distributed among its members. LTA shall not be involved in any dispute between team members.

If you/your Team are confirmed as a winner:

- You/your Team may not exchange non-cash prizes for cash or any other merchandise or services. However, if for any reason an advertised prize is unavailable, we reserve the right to substitute a prize of equal, similar or greater value; **and**
- You/your Team may not appoint someone else to collect the prize on your/your team's behalf. If you/your team are unable or unwilling to accept the prize, we reserve the right to award the prize to the next highest scoring team; **and**
- If you/your Team accepts a prize, you/your Team will be solely responsible for all applicable taxes (if applicable) related to accepting the prize; **and**
- If you are otherwise eligible, but are below the age of 21 years, we may award the prize to your parent/legal guardian on your behalf; **and**
- Unless otherwise mentioned, all prizes are subject to their manufacturer/distributor's warranty and/or terms and conditions.

Important note about cash prizes: All cash or bank checks must be deposited within 90 [calendar] days of the validity date printed on the check. Please note that if the check expires before you/your Team banks it in, you/your Team will not be reissued a new one.

LTA's decision on all Competition matters, including allocation or substitution of prizes, is final and binding on all Participants.

HOW MAY MY ENTRY BE USED?

By registering for the Competition and submitting your/your team's entry, you/your team agree to the following, in exchange for a chance to win the Competition prizes:

- Permit LTA to photograph you/your team at the pre-Competition workshops and during the Competition itself, and to publish these photographs in connection with the marketing, sale, or promotion of this Competition in all media (now known or later developed).
- Grant a license to LTA, its agents and partners to feature your/your team's entry (including all its contents) in connection with the marketing, sale, or promotion of this Competition, if selected by LTA to do so. This includes but is not limited to publishing screen shots of you/your team's entry in press releases in all media (now known or later developed);
- Acknowledge that the LTA and/or its partners may, and allow them to, develop and/or commission products and/or solutions similar or identical to your/your team's ideas or entry and you/your team hereby agree to waive any rights or claims against LTA and its partners, that you/your team may have in relation to restricting the use or adaptation of your/your team's ideas or entry;
- Acknowledge that information you/your team voluntarily disclose to our representatives in the course of the Competition may be used by LTA or our partners, and allow them to such information, to develop and/or deploy products and/or services (including commercial products and services as well as those that will be made freely available to the general public) without thereby creating any liability for us or any obligation on us to share any profits with (or otherwise account to) you/your team;
- Understand that apart from the chance to win the Competition Prizes and the opportunity to be featured in publications if so selected by LTA, you will not receive any remuneration, compensation or credit for any use of your/your team's ideas or entry by LTA and its partners.

Please note that during and after this Competition, we may post your entry on a website selected by us for public viewing. We are not responsible for any unauthorized use of your entry by visitors to such website.

All ideas and work originating at the Competition shall be governed by a Creative Commons - Attribution 3.0 Unported - CC BY 3.0 License. All Participants may copy, modify, distribute and/or commercialise ideas and work originating at the Competition as long as they provide

proper credit to the originator. For more information on the license, please refer to <http://creativecommons.org/licenses/by/3.0/>.

Please note that LTA is not under any obligation to use your/your Team's entry for any purpose whatsoever (even if it has been selected as a winning entry).

WHAT OTHER CONDITIONS APPLY TO THE COMPETITION?

By entering this Competition you agree:

- To, in good faith, abide by the Official Rules; **and**
- To abide by and accept as final and binding on you, all of LTA's decisions on all matters related to this Competition; **and**
- That you are subject to Singapore law, the Official Rules shall in all respects be construed in accordance with Singapore law and you hereby agree to submit to the exclusive jurisdiction of the courts of Singapore in all matters relating to this Competition; **and**
- To at all times completely indemnify and hold harmless the LTA, its employees, agents and partners from any all loss, claim or damage whatsoever that may arise as a result of your/your team's participation and conduct, including but not limited to any breach of the Official Rules or any applicable law (including Intellectual Property law) in connection with the Competition.
- That no third party that is not a party to this Agreement shall have any right under the Contracts (Right of Third Parties) Act Cap. 53B to enforce any term of this Agreement.
- To allow the LTA to publish your actual name, nationality and/or age, online, in print, or in any other media, in connection with publicity relating to this Competition if you win a Competition Prize and choose to collect it, without any other payment or compensation to you; **and**
- To allow LTA to use information that you provide during the course of the Competition to be used for marketing, planning, promotions, research, events and/or any other purposes and programmes henceforth. If you do not consent to such use, you should not participate in this Competition; **and**
- To allow LTA to:
 - (a) take photographs and videos of you at the pre-Competition workshops and during the Competition (if LTA chooses to do so);
 - (b) retain full ownership rights of such photographs and recordings; and
 - (c) broadcast and publish at LTA's sole discretion any or all of such photographs or recordings on any media to showcase the Competition for promotional purposes. If you are not comfortable with being photographed or filmed, you should highlight this to us in advance and in writing at the point of registration and on the first day of the Competition.

WHAT IF SOMETHING UNEXPECTED HAPPENS AND THE COMPETITION CAN'T RUN AS IT WAS PLANNED?

If someone cheats (or is suspected to have cheated), or a virus, bug, bot, catastrophic event, or any other unforeseen or unexpected event (whether due to human error, technical/system error or otherwise) occurs that cannot be reasonably anticipated or controlled which affects the fairness and/or integrity of this Competition, we reserve the right to cancel, change, or suspend the Competition. If LTA in its sole discretion is not satisfied that an appropriate solution is available to restore the integrity of the Competition, we reserve the right to select winners only from among all eligible entries received before we had to cancel, change or suspend the Competition.

If you/your Team attempt to compromise the integrity or the fair operation of this Competition, or if we have reason to believe or suspect that you/your Team have tried to compromise or have compromised the integrity of this Competition by cheating, hacking, creating a bot or other automated program, or by committing fraud (or being involved in any deception) in any way, we may seek to recover damages from you. Further, to protect the integrity of the Competition (as well any future competitions), we may disqualify you from the Competition and/or ban you from participating in future competitions.