

TABLE OF CONTENTS

[COMMON TERMS USED IN THESE RULES](#)

[COMPETITION DESCRIPTION](#)

[WHAT ARE THE START AND END DATES?](#)

[CAN I ENTER?](#)

[ELIGIBILITY STATUS VERIFICATION](#)

[TEAM AND INDIVIDUAL COMPETITIONS](#)

[HOW MANY ENTRIES CAN I SUBMIT?](#)

[GENERAL STANDARDS FOR ENTRIES](#)

[PRIZE CONDITIONS](#)

[TRAVEL PRIZE CONDITIONS](#)

[PRIZE OBLIGATIONS](#)

[HOW WILL MY ENTRY POTENTIALLY BE USED?](#)

[WHAT OTHER CONDITIONS AM I AGREEING TO BY ENTERING?](#)

[WHAT LAWS GOVERN THE WAY THIS CONTEST IS EXECUTED AND ADMINISTERED?](#)

[WHAT IF SOMETHING UNEXPECTED HAPPENS AND THE COMPETITION CAN'T RUN AS PLANNED?](#)

[HOW CAN I FIND OUT WHO WON?](#)

[WHO IS SPONSORING THIS CONTEST?](#)

Note: Local Software Design Competitions are subject to country/region specific laws. Please refer to the local website for the Competition's official rules prior to entering.

COMMON TERMS USED IN THESE RULES

These are the Official Rules that govern how the Microsoft Imagine Cup 2012 Competitions will operate (the "Competition"). In these rules, "we," "our," and "us" refer to Microsoft Corporation, the sponsor of this Competition. "You" and "Yourself" refers to an eligible entrant.

COMPETITION DESCRIPTION

The Imagine Cup is the world's premier student technology competition. While competing with their peers from around the world, students gain real life experiences, make new friends, and turn their ideas into reality. The brightest young minds join together and, using technology, take on the world's toughest problems. Open to students around the world, the competition spans one year, beginning with local, regional, and online competitions, and seeks innovative Competition entries that address the Imagine Cup 2012 Theme: **Imagine a world where technology helps solve the toughest problems**. The Finalists go on to compete at the Worldwide Finals, which is hosted in a different country every year.

We encourage you to carefully review the details for each Competition before registering or submitting an entry since each Competition may have unique eligibility requirements, methods of entry, content, and technical requirements.

All Competitions offered as part of Imagine Cup 2012 are governed by these Official Rules. If there are any inconsistencies between the clauses in these Official Rules, and the similar companion clause in Specific Competition Rules, these Official Rules will govern.

WHAT ARE THE START AND END DATES?

The Imagine Cup 2012 Competition will begin in July 2011 and run through July 2012. The Overall Competition sign up starts on 14, July 2011 at 00:01 Greenwich Mean Time (GMT). All other start and end dates vary and will be clearly stated within specific Competition details.

It is anticipated that the Imagine Cup 2012 Worldwide Finals will take place in Sydney, Australia, in July 2012.

CAN I ENTER?

Unless otherwise indicated in the specific Competition Rules, you are eligible to enter if you meet the following requirements at time of entry:

- **You are** 16 years of age or older; **and**
 - If you are 16 years of age or older, but are considered a minor in your place of residence, then you should ask your parent's or legal guardian's permission prior to submitting an entry into this Competition.
- **You are** actively enrolled as a student at an accredited educational institution that grants high-school or college/university (or equivalent) degrees (including home schools) at any time between 1 January 2011 and 31 May 2012; **and**
- **You are not** an employee or intern of Microsoft Corporation, or an employee of a Microsoft subsidiary; **and**
- **You are not** involved in any part of the execution or administration of this Competition; **and**
- **You are not** an immediate family member of (parent, sibling, spouse, child) or household member of a Microsoft employee, an employee of a Microsoft subsidiary, or a person involved in any part of the administration and execution of this Competition; **and**
- **You are not** a resident of any of the following countries: Cuba, Iran, North Korea, Sudan, **and** Syria.
 - **PLEASE NOTE:** U.S. export regulations prohibit the export of goods and services to Cuba, Iran, North Korea, Sudan and Syria. Therefore residents of these countries/regions are not eligible to participate.

If you are a Microsoft campus representative (e.g. a Microsoft Student Partner <http://student-partners.com>) and you meet the eligibility criteria set forth above, you may enter the Competition, but you are prohibited from using Microsoft property or resources, including without limitation: Microsoft networks, hardware tools and technology resources and/or the counsel of Microsoft employees, in connection with the creation or execution of an entry. Very simply, you cannot use any resources which are not also broadly available to all other students. If you have any questions, please [contact us](#).

If you have previously placed first in the Worldwide Finals of an Imagine Cup Competition, you are not eligible to enter that same Competition again, but you may enter any of the other Competitions. Alternatively, if you participate in any other Microsoft Competitions globally or locally, in which you place first, you are eligible to compete in any Imagine Cup Competition. This includes local Imagine Cup Competitions held in your country/region.

ELIGIBILITY STATUS VERIFICATION

If you advance to compete in the local/regional Round of the Software Design Competition, or you advance to the second round of any other Competition, you will be required to verify your eligibility status (including enrollment status) in a form satisfactory to us before we will allow you to advance to the next Round. We will not allow changes to Teams after the completion of Round 1 of any Competition.

If, at any time after we verify your eligibility status, you experience a change in eligibility status due to special circumstances such as acceptance of an internship or offer of employment from Microsoft, a Microsoft subsidiary, or anyone else that is involved in the execution and administration of this Competition, you must [contact us](#) immediately and explain the circumstances. If you fail to notify us of a change in eligibility status, you may be disqualified

This Competition is void outside the geographic area described above and wherever else prohibited by law.

TEAM AND INDIVIDUAL COMPETITIONS

Each Competition will be designated as a Team Competition or as an Individual Competition in the specific Competition Rules. If you wish to participate in a Competition, you must sign up as instructed in the specific Competition Rules during the designated sign up period.

If you compete in more than one Competition either as an individual or as a member of a Team, and you and/or your Team is invited to compete in the Worldwide Finals in more than one Competition, you may only compete in one Competition at the Worldwide Finals. In other words, you will be required to choose one Competition in which to compete at the Worldwide Finals. If the Competition is designated as a Team Competition, then the following additional rules and regulations apply:

- The size of your Team must not exceed the limits designated in the specific Competition Rules.
- At least one (1) of the Team members must be a legal resident of the country/region the Team is representing. The remaining team members do not need to be legal residents of the same country/region, but your Team can only represent one (1) country.
- Your Team does not need to consist of members from the same academic institution.
- One of the registered team members must create a new team and invite the remaining team members. Each remaining team member must accept the invitation in order to be a qualified member of that team during the designated sign up period.
- To participate in a Team Competition as a single team member, you must create a new team and join it as an individual during the designated sign up period.
- Once you sign up as part of a Team or a Mentor for a Team for a Competition, you cannot change Teams, add Team members or yourself to a Team, or otherwise remove yourself or anyone else from your Team after the close of Round 1 of that Competition.
 - If you are competing in Software Design, then:
 - This rule applies to the Round 1 deadline as outlined in your country/region's local finals rules.
 - If your country/region does not have a local finals, and you will be competing in the Online Round, then this rule applies to the Worldwide Software Design Round 1 deadline of 3 May 2012 23:59 GMT.
- Unless otherwise indicated in the specific Competition Rules, limit one (1) Team per person per Competition. In other words, you may not attempt to gain more than one entry in a Competition by signing up and competing as a member of multiple Teams.

- It is not required but recommended your Team have a Mentor. Limit one (1) Mentor per Team. A Mentor can be from an educational institution, a not-for-profit organization, or a private sector company. To be an eligible Mentor for a Team, this individual must register as the Team's Mentor no later than the end date of Round 1 for that specific Competition. Please reference the unique Competition Rules to determine this specific Round 1 end date. We will not accept changes to a Team's Mentor beyond Round 1 for any Competition.
- If your Team is invited to participate in the Worldwide Finals, we will provide travel and accommodations for each registered member, and your Team must send at least one member to compete at the Worldwide Finals. If your Team is unable to send at least one member for any reason, then we may disqualify your entire Team and invite the next highest scoring Team to participate.
- If your Team is invited to participate in the Worldwide Finals, we will also provide travel and accommodations for one (1) Mentor per Team.
- Each Team is solely responsible for its own cooperation and teamwork. In no event will Sponsor officiate in any dispute regarding the conduct or cooperation of any Team or its members.

HOW MANY ENTRIES CAN I SUBMIT?

Entry limits vary by Competition. Please see the specific Competition Rules for requirements.

Unless otherwise indicated in the specific Competition Rules, if you submit multiple entries in a single-entry Competition, then we will consider the last entry received your official entry, and we will disqualify all previous entries. We will also disqualify any incomplete or illegible entries that we receive. We are not responsible for entries that we do not receive for any reason, or for entries that we receive but are not decipherable for any reason.

GENERAL STANDARDS FOR ENTRIES

The intent and spirit of the Competition is to test the skills and creativity of the student entrants. Anyone acting as a team Mentor, or in any mentorship role, where allowed (for example, local, regional, or global sponsors), must limit the level of support provided to student entrants to general guidance and must not contribute in any way that may be considered original authorship, or in a way that may enable claims of rights or ownership to the submitted entries. In no event will work-on-behalf of teams or individuals be allowed.

In addition to any Competition-specific requirements and unless otherwise indicated in the specific Competition Rules, to be eligible for judging, an entry must meet the following general standards:

- All entry materials must be presented and/or submitted in the English language with the exception of the local/regional specific Competition Rules for Software Design which may specify otherwise.
- If you are required to make an oral presentation or provide supporting materials, these presentations and materials must be presented and/or submitted in the English language with the exception of the local/regional specific Competition Rules for Software Design which may specify otherwise.
- You are responsible for providing your own translator if you need one.
- The content of your entry and any supporting materials must be acceptable for all viewing audiences. We will automatically disqualify any entrant that submits any entry or supporting materials that contain text, sound or images that we, in our sole opinion and for any reason, find vulgar, offensive, or inappropriate for public viewing, or that presents us in a negative light.

By submitting an entry in this Competition, you confirm that, to the best of your knowledge:

- Your entry meets the requirements set forth above and in the applicable specific Competition Rules; **and**
- The entirety of the entry is your/your teams original work; **and**
 - For Competitions which require a video entry, please note the video must be solely the work of the team, including but not limited to, the actual filming, editing, graphic design, etc. of the video.
- You/your teams have obtained any and all consents, approvals, or licenses required for you to submit your entry; **and**
- **Important note about Copyright:** 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 own or that you have permission from the copyright/trademark owner to use. Your team's entry may not include copyrighted materials (such as source code, user interface, background music, images or video) unless you own or have permission to use the materials. Ownership is not defined as purchasing a CD at a music store for replay, playing a copyright recording on your guitar or repurposing an application's user interface - your team's entry will be disqualified if copyrighted materials, including but not limited to these examples, are a part of your entry without appropriate licensing or permissions. If you do use permissible copyrighted materials, you must include the permissions information by citing the artist/creator and license information as per the respective Competition Rules. 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. Note: your team's entry will be disqualified if permissions information is not included as per the requirements in the specific Competition Rules.
- Your entry has not been selected as a winner in any other Competition.

We reserve the right to disqualify or reject any entry that we, in our sole and absolute discretion, determine does not meet the above criteria. If, in any Competition, we do not receive a sufficient number of entries meeting the entry requirements, we may, at our discretion, select fewer than the designated number of winners. The decisions of the judges are final and binding in all matters related to the Competition.

PRIZE CONDITIONS

Your odds of winning a prize will depend on the number of eligible entries received and the level of skill of each entrant.

All cash prizes are stated in US dollars, but we, or our local subsidiary or designated agent (on our behalf), may actually award a cash prize in the official currency of the winners country of residence based on the exchange rate on the date of payment. Unless otherwise indicated in the Specific Competition Rules, all cash prizes will be divided equally among all officially registered members of a Team.

If you are confirmed as a winner:

- You 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 or greater value; **and**

- You may not designate someone else as the winner. If you are unable or unwilling to accept your prize, we may award it to the next highest scoring Team/entrant; **and**
- If you accept a prize, you will be solely responsible for all applicable taxes related to accepting the prize; **and**
- If you are otherwise eligible, but are considered a minor in your place of residence, then we may award the prize to your parent/legal guardian on your behalf; **and**
- Unless otherwise noted, all prizes are subject to their manufacturer's warranty and/or terms and conditions.
- Mentors of winning teams are not awarded any cash prizes in association with their participation in Imagine Cup.
- All cash or bank check prizes have a period of validity of 90 days. The 90 day validity period commences at the date for which the cash prize or bank check was drafted. After this 90 day period, the cash prize or bank check can no longer be deposited and will expire and you will not be reissued a new cash prize or check.

We are not responsible for any dispute regarding prize dispersal.

TRAVEL PRIZE CONDITIONS

Each Worldwide Finalist and one Mentor per team will be awarded a trip to Sydney, Australia to compete in the Worldwide Finals in July 2012. Trip includes round trip coach airfare from major airport closest to Competitor's home, standard hotel accommodations, and select meals during the Worldwide Finals.

In addition to the general prize conditions described above, all travel prizes are subject to the following conditions:

- Actual value of travel prize depends on date/time/destination, and difference between actual value and stated value will not be awarded in cash. Any expenses not explicitly listed herein, are the sole responsibility of the entrant.
- You are responsible for acquiring and providing all required travel documents, including, but not limited to any required Visa, passport, etc. along with any associated expenses
- If you live within 250 miles of the travel destination, we reserve the right to substitute alternate transportation for air travel.
- Event dates and location are subject to change at our sole discretion. Therefore, you must have flexible travel capabilities.
- If the Worldwide Finals event is cancelled for any reason, we shall have no further obligation to you.
- Travel is subject to availability and must be completed on dates specified by sponsor or the prize will be forfeited and awarded to the next highest scoring Team/entrant. Some restrictions may apply. No cancellation of reservation or transfer of reservation to another date after reservation has been made.

NOTIFICATIONS

If you/your Team is selected to advance in any Competition, we may notify you by sending a message to the e-mail address or mailing address (if any) you provided at time of sign up within the timelines designated in the specific Competition Rules.

If we require that you affirmatively accept an invitation to compete in a subsequent round of any Competition, and the notification that we send is returned as undeliverable for any reason, or you are

otherwise unreachable for any reason, we may disqualify you and extend an invitation to the next highest scoring Team/entrant.

If there is a dispute as to the identity of a particular entrant, we will consider the entrant to be the authorized account holder of the e-mail address used register for the Competition.

If you are selected as a potential winner, we may require you to sign an Affidavit of Eligibility, Liability and Publicity Release and W-9 tax form (for U.S. residents) or W8-BEN tax form (for non-U.S. residents). If you are a potential winner and you meet the eligibility criteria for the Competition, but you are a minor in your place of residence, we may require your parent or legal guardian to sign all required forms on your behalf. If you do not complete the required forms as instructed and/or return the required forms within the time period listed on the winner notification message, we may disqualify you and select the next highest scoring Team/entrant.

PRIZE OBLIGATIONS

That, by accepting a prize, Microsoft may use of your proper name and state of residence online and in print, or in any other media, in connection with this Competition, without payment or compensation to you, except where prohibited by law.

You agree to assist us and the Sponsors in the creation of case studies or white papers (together "Studies") detailing your entry or entries. Studies will not include any confidential participant information. Upon your approval of the Studies' accuracy, you agree to give us and the Sponsors permission to display the Studies including trademarks, logos, and other identifying information contained therein, on our and the Sponsors websites and in other documentation. This documentation may take various forms, including printed materials, online articles, video, audio, and other digital recordings.

HOW WILL MY ENTRY POTENTIALLY BE USED?

Other than what is set forth below, we are not claiming any ownership rights to your entry. However, by submitting your entry, you:

- Are granting us an irrevocable, royalty-free, worldwide right and license to: (i) use, review, assess, test, and otherwise analyze your entry and all its content in connection with this Competition; and (ii) feature your entry and all its content in connection with the marketing, sale, or promotion of this Competition (including but not limited to internal and external presentations, tradeshows, and screen shots of the competition entry process in press releases) in all media (now known or later developed);
- Agree to sign any necessary documentation that may be required for us and our designees to make use of the rights you granted above;
- Understand and acknowledge that the Sponsor may have developed or commissioned materials similar or identical to your submission and you waive any claims you may have resulting from any similarities to your entry;
- Understand that we cannot control the incoming information you will disclose to our representatives in the course of entering, or what our representatives will remember about your entry. You also understand that we will not restrict work assignments of representatives who have had access to your entry. By entering this Competition, you agree that use of information in our representatives unaided memories in the development or deployment of our products or services does not create liability for us under this agreement or copyright or trade secret law;

- Understand that you will not receive any compensation or credit for use of your entry, other than what is described in these Official Rules.

Please note that following the end of this Competition your entry may be posted on a website selected by us for viewing by visitors to that website. We are not responsible for any unauthorized use of your entry by visitors to this website. While we reserve these rights, we are not obligated to use your entry for any purpose, even if it has been selected as a winning entry.

If you do not want to grant us these rights to your entry, please do not enter this Competition.

WHAT OTHER CONDITIONS AM I AGREEING TO BY ENTERING?

By entering this Competition you agree:

- To abide by the Official Rules; and
- To release and hold harmless Microsoft, and its respective parents, subsidiaries, affiliates, employees and agents from any and all liability or any injury, loss or damage of any kind arising from or in connection with this Competition or any prize won; and
- That Microsoft's decisions will be final and binding on all matters related to this Competition; and
- That, by accepting a prize, Microsoft may use your proper name and state, country, or region of residence online and in print, or in any other media, in connection with this Competition, without payment or compensation to you, except where prohibited by law.

WHAT LAWS GOVERN THE WAY THIS COMPETITION IS EXECUTED AND ADMINISTERED?

This Competition will be governed by the laws of the State of Washington, and you consent to the exclusive jurisdiction and venue of the courts of the State of Washington for any disputes arising out of this Competition.

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

If someone cheats, or a virus, bug, bot, catastrophic event, or any other unforeseen or unexpected event that cannot be reasonably anticipated or controlled (also referred to as force majeure) affects the fairness and/or integrity of this Competition, we reserve the right to cancel, change, or suspend this Competition. This right is reserved whether the event is due to human or technical error. If a solution cannot be found to restore the integrity of the Competition, we reserve the right to select winners from among all eligible entries received before we had to cancel, change or suspend the Competition.

If you or your Team attempts to compromise the integrity or the legitimate operation of this Competition, or if we have reason to believe that you or your Team have compromised the integrity or the legitimate operation of this Competition by cheating, hacking, creating a bot or other automated program, or by committing fraud in any way, we may seek damages from you to the fullest extent permitted by law. Further, we may disqualify you, and ban you from participating in any of our future Competitions, so please play fairly.

HOW CAN I FIND OUT WHO WON?

A full list of all winners will be published within 30 days following the 2012 Worldwide Finals.

WHO IS SPONSORING THIS COMPETITION?

Microsoft Corporation

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Redmond, WA 98052
USA