



Kin No-Code Hackathon Rules October 2022

The Kin No-Code Hackathon (the “**Hackathon**”) is administered by the Kin Foundation, the “**Organizer(s)**”. By entering the Hackathon, participants agree to abide by these Rules and decisions of the Organizers and the Hackathon judges, as further defined below. Participants also agree to comply with all applicable laws. The Hackathon is void to the extent prohibited or restricted by law. NO PURCHASE NECESSARY TO ENTER OR WIN.

1. **PURPOSE:**

The Hackathon is an opportunity to develop a Kin application that utilizes the Kin No-Code SDK hosted on Bubble.io (www.bubble.io) (the “Challenge”). At the event start time, October 19 2022, at 9:00 am EST, participants can complete at their own pace within the event time frame (until November 30, 2022, at 11:59 pm EST).

2. **ELIGIBILITY:**

An individual residing in a country that is listed in the Sanctions List (defined below), an individual who is a member of an organization that is listed in the Sanctions List, or an individual listed in the Sanctions List is not eligible to participate in the Challenge. The Sanctions List is the list of countries, organizations and individuals named on any of the following lists maintained by any of the following bodies and include sanctions imposed under the applicable laws (“Sanctions List”):

- Office of Financial Sanctions Implementation (OFSI) under Her Majesty’s (HM) Treasury - consolidated list of financial sanctions targets;
- European Union - consolidated list of persons, groups, and entities;
- any list maintained by the U.S. Treasury – Office of Foreign Assets Control (“OFAC”): Specially Designated Nationals (“SDN”) list maintained by OFAC;
- any sanction imposed under the Special Economic Measures Act (“SEMA”) or the United Nations Act (“UNA”);
- any sanctions imposed under the Justice for Victims of Foreign Corrupt Officials Act (JVCFOA);
- any list maintained by the Australian Department of Foreign Affairs and Trade (“DFAT”);
- United Nations Consolidated List Canada; and
- Any sanctions list issued by Global Affairs Canada.

The event will be offered only as an English-language event. Participants must be above the legal age of majority in their province, territory, or state

Organizers’ employees and their immediate families (i.e., their spouses, siblings, children, parents, spouses’ parents and the spouses of any of those individuals) and their household members (related or not) (“Related Persons”) are not eligible to participate in the Hackathon.

Any individual who is eligible to enter the Hackathon in accordance with these Official Hackathon Rules and Regulations (the “Rules”), as determined by the Kin Foundation in their sole and absolute discretion, will be referred to as an “Eligible Entrant(s)”.

Participants are subject to verification in the sole and absolute discretion of the Kin Foundation and it reserves the right, in its sole and absolute discretion, to require proof of identity and/or eligibility (in a form acceptable to the Kin Foundation – including, without limitation, government issued photo identification) to participate in this Hackathon. Failure to provide such proof to the satisfaction of the Kin Foundation in a timely manner may result in disqualification.

3. THE ENTRY PERIOD, HACKATHON DATES AND PARTICIPATION OPTIONS:

All applicants must register for the Hackathon by 11:59 PM EST on November 4, 2022, and be officially accepted to participate by the Organizers through a confirmation email or confirmation message to participate in the virtual Hackathon event being held on October 19, 2022 to November 30, 2022. The event website is located at <https://www.kin.org> (the "Event Website"). Fields indicated as such on the online registration form are mandatory.

Registration to participate in the Hackathon begins on October 19, 2022 at 9 am EST and ends on the earlier of: (i) November 4 2022, at 11:59 EST; or (ii) when the maximum number of registrants have been accepted.

The Hackathon begins on November 4, 2022, at 9:00am EST and ends on November 30, 11:59 pm EST or at the conclusion of the judging period, whichever is later (the "Challenge Period")

4. HOW TO PARTICIPATE:

An Eligible Entrant can apply for the Hackathon by submitting the registration form on the Event Website. All successful applicants will receive an acceptance email from the Organizers. Only those accepted will be allowed to participate in the Hackathon.

5. TEAMS:

Participants must work on a team of MINIMUM (1) to MAXIMUM (5) people, with each participant meeting the requirements of an Eligible Entrant and being registered

If it is discovered that a participant is found to have acted contrary to this rule, then (in the sole and absolute discretion of the Organizers) that participant and his/her team(s) (if applicable) may be disqualified from the Hackathon and corresponding Submissions (as set out below) may be subject to disqualification

6. HACKATHON DETAILS:

During the Challenge Period, all Eligible Teams are invited to build an application using the No-Code KIN SDK hosted on bubble.io and submit them for validation ("Submission").

Eligible Teams may work on their Submissions at any time until the Submission Deadline at 11:59 pm EST 30 November, 2022

All Eligible Teams will be required to provide their own computer and any other equipment required to develop a Submission

7. SUBMISSION REQUIREMENTS:

BY SUBMITTING A SUBMISSION, EACH PARTICIPANT AGREES THAT THE SUBMISSION (AND EACH INDIVIDUAL COMPONENT THEREOF) COMPLIES WITH ALL CONDITIONS STATED IN THESE RULES. NEITHER THE ORGANIZERS NOR SPONSORS WILL BEAR ANY LEGAL LIABILITY

ARISING FROM THE PARTICIPATION AND USE OF ANY SUBMISSION BY THE SPONSORS (OR ANY OTHER ENTITY). THE ORGANIZERS AND SPONSORS THEIR RESPECTIVE SUBSIDIARIES, AFFILIATES, PARTNERS, REPRESENTATIVES, SUCCESSORS, ASSIGNS, DIRECTORS, OFFICERS, EMPLOYEES AND AGENTS SHALL BE RELEASED AND HELD HARMLESS BY EACH PARTICIPANT IN THE EVENT IT IS SUBSEQUENTLY DISCOVERED THAT HE/SHE HAS DEPARTED FROM OR NOT FULLY COMPLIED WITH ANY OF THESE RULES.

Submitted Submissions must never have been previously published, exhibited publicly, or selected as a winner in any other contest. All proprietary code used in the Submissions submitted must be developed during the Challenge Period.

All participants must submit their completed challenges onto the Event Website by 11:59 pm EST November 30, to qualify for judging.

In order to be eligible for one of the Prizes (as described in section 9), Teams must register and submit one or more completed challenges (a "Submission").

By participating in the Hackathon, each participant agrees to be legally bound by these Rules and by the interpretation of these Rules by the Organizers, and further warrants and represents that his/her team's Submission:

- (a) is original to at least one of the team members and at least one of the team members has obtained all necessary rights in and to the Submission (and all components thereof) to enter the Hackathon;
- (b) does not violate any law, statute, ordinance or regulation;
- (c) does not contain any reference to or likeness of any identifiable third parties, unless
- (d) consent has been obtained from all such individuals and their parent/legal guardian if they are under the age of majority in their jurisdiction of residence (note: if consent cannot be obtained for an individual appearing in the Submission, then his/her face must be blurred out and voice (if applicable) must be altered so as to be unrecognizable);
- (e) will not give rise to any claims of intellectual property infringement, invasion of privacy or publicity, or infringe on any rights and/or interests of any third party, or give rise to any claims for payment whatsoever; and
- (f) is not defamatory, trade libelous, pornographic or obscene, and does not violate any laws relating to hate speech, and further that it will not contain, depict, include or involve, without limitation, any of the following: nudity; alcohol/drug consumption or smoking; explicit or graphic sexual activity, or sexual innuendo; crude, vulgar or offensive language and/or symbols; derogatory characterizations of any ethnic, racial, sexual or religious groups; content that endorses, condones and/or discusses any illegal, inappropriate or risky behavior or conduct; conduct or other activities in violation of these Rules; and/or any other content that is or could be considered inappropriate, unsuitable or offensive, all as determined by the Organizers in their sole and absolute discretion.

Submissions must be submitted in English.

8. INTELLECTUAL PROPERTY:

By providing the Submissions to the Organizers in connection with the Hackathon, each Eligible Entrant shall retain all right, title and interest (including copyright) in and to the Submissions, and shall grant to the Organizers a worldwide, royalty-free, irrevocable, and non-exclusive license to copy, use, modify, reproduce, display, adapt and transmit the Submissions for use in all media now known or hereafter devised in perpetuity beginning on the date of Submissions, in connection with the administration, promotion and exploitation of the Hackathon, and for the purposes of marketing, advertising or promoting any of the Organizers, their products or services. The Eligible Entrant hereby confirms that the Submissions are original works, solely created by the Eligible Entrant (or the Team, if applicable), and that no third party participated as an author, co-author, photographer or otherwise in the creation of the Submissions or any part thereof. Organizers assume no responsibility for any claims of infringement of

rights to copyright, privacy and/or personality, and all such liability shall remain with the Eligible Entrant and/or Team. Organizers reserve the right to exclude any Submissions on the basis of concerns relating to the rights of third parties, including but not limited to privacy, copyright, defamation, rights of personality, obscenity or hate speech, as determined by Organizers in their sole discretion.

9. SUBMISSIONS REVIEWED ON WEBSITE:

Organizers may, in their sole and absolute discretion, choose to display certain Submissions or parts thereof on the Hackathon website or the Kin Foundation's social media accounts once submitted. For greater certainty, the fact that a Submission has (or has not) been displayed on these or other websites will NOT impact the winner selection process (selection process set out below).

10. PRIZES:

Best Kin User Experience

First place: \$10,000 USD worth of Kin tokens

Second Place: \$5,000 USD worth of Kin tokens.

Best Kin Use Case / Spends

First place: \$10,000 USD worth of Kin Tokens

Second Place: \$5,000 USD worth of Kin tokens.

Uproll's Choice Award

One Prize of \$5,000 USD worth of Kin tokens.

Any Prize awarded to a Team will be delivered to a single wallet address provided to the Kin Foundation by the Team in the Hackathon submission form. All prizes are payable in Kin tokens with the value of such tokens calculated by reference to their USD value at the spot rate at the time payment is made by the Kin Foundation to the relevant prize recipient.

A Prize must be accepted as described in these Rules and cannot be transferred by the recipient to another person or substituted by the recipient for another prize. Any substitution of a Prize, in whole or in part, is at the sole discretion of the Organizers.

11. WINNER SELECTION PROCESS:

Selection Process

The judging team will review the Submissions to validate their successful completion. Following a successful review, the judging team shall select the winners of Best Kin User Experience and Best Kin Use Case/Spends from the pool of eligible Submissions. In respect of the Uproll's Choice Award prize, the winner shall be selected solely by Uproll LLC at its sole discretion in consultation with the judging team.

The Organizers reserve the right to change the date and time of any component of this Hackathon, including but not limited to, the judging and winner's presentation as well as the distribution of prizes in the event of unforeseen circumstances of any kind. In order to be declared a winner, a Team must meet all the conditions described in these Rules.

12. GENERAL CONDITIONS:

By entering the Hackathon, each participant agrees to the use of his/her Submission, along with his/her name, address, voice, statements about the Hackathon and/or photograph or other likeness without further notice or compensation, in any publicity or advertisement carried out by the Organizers in any manner whatsoever, including print, broadcast or the internet.

Each participant further grants to the Organizers the right to record and/or photograph the participant during the Challenge Period and the right to use any such recordings and photographs, without further notice or compensation in any publicity or advertisement carried out by the Organizers in any manner whatsoever, including print, broadcast or the internet.

The Organizers will not be liable for: (i) any failure of the Website before, during or after the Challenge Period; (ii) for any technical malfunction or other problems relating to the telephone network or lines, computer on-line systems, servers, access providers, computer equipment or software; (iii) the failure of any entry to be received for any reason, including, but not limited to, technical problems or traffic congestion on the internet or at any website or for any entry to be deemed inadmissible; (iv) any injury or damage to a participant's or any other person's computer related to or resulting from participating or downloading any material in the Hackathon; (v) any illness, injury, sleep deprivation, stress related illness/injury or any other illness/injury of any kind claimed to be caused by or related to a participant's entry or participation in this Hackathon; and/or (vi) any combination of the above.

BY PARTICIPATING IN THE HACKATHON EACH PARTICIPANT HEREBY RELEASES AND AGREES TO INDEMNIFY AND HOLD HARMLESS THE ORGANIZERS FROM ANY AND ALL DAMAGES, INJURIES, CLAIMS, CAUSES OF ACTIONS, LIABILITY OR LOSSES OF ANY KIND (INCLUDING ACTUAL LEGAL FEES AND EXPENSES), KNOWN OR UNKNOWN, ABSOLUTE OR CONTINGENT, NOW OR IN THE FUTURE ARISING FROM OR RELATED TO: (A) FAILURE BY THE PARTICIPANT TO COMPLY WITH ANY OF THESE RULES; (B) ANY MISREPRESENTATION MADE BY A PARTICIPANT UNDER THESE RULES OR OTHERWISE TO AN ORGANIZER IN REGARDS TO THE HACKATHON; (C) PARTICIPATION BY THE PARTICIPANT IN THE HACKATHON; (D) RECEIPT, USE OR REDEMPTION OF ANY PRIZE BY THE PARTICIPANT, OR HIS/HER INABILITY TO RECEIVE, USE OR REDEEM ANY PRIZE; (E) ANY CLAIMS BASED ON PUBLICITY RIGHTS, DEFAMATION, INVASION OF PRIVACY, COPYRIGHT INFRINGEMENT, TRADEMARK INFRINGEMENT OR ANY OTHER INTELLECTUAL PROPERTY RELATED CAUSE OF ACTION.

The Organizers reserve the right to withdraw, suspend or amend this Hackathon in any way, in the event of any error, technical problem, computer virus, bugs, tampering, unauthorized intervention fraud, technical failure or any other cause beyond the reasonable control of the Organizers that interferes with the proper conduct of this Hackathon as contemplated by these Rules. Any attempt to deliberately damage the Website or any website or to undermine the legitimate operation of this Hackathon is a violation of criminal and civil laws and should such an attempt be made; the Organizers reserve the right to seek remedies and damages to the fullest extent permitted by law. The Organizers reserve the right to cancel, amend or suspend this Hackathon, or to amend these Rules, without prior notice or obligation, in the event of any accident, printing, administrative, or other error of any kind, or for any other reason.

This Hackathon is subject to all applicable federal, provincial and municipal laws. The decisions of the Organizers with respect to all aspects of this Hackathon are final and binding on all participants without right of appeal, including, without limitation, any decisions regarding the eligibility/disqualification of participants and/or Submissions. All issues and questions concerning the construction, validity, interpretation and enforceability of these Rules or the rights and obligations as between the participant and the Organizers in connection with the Hackathon shall be governed by and construed in accordance with the laws of Ontario, Canada including procedural provisions without giving effect to any choice of law or conflict of law rules or provisions that would cause the Submission of any other jurisdiction's laws.

The Organizers reserve the right, in their sole and absolute discretion, and without prior notice, to adjust

any of the dates and/or timeframes stipulated in these Rules, to the extent necessary, for purposes of verifying compliance by any participant or Submission with these Rules, or as a result of technical problems, or in light of any other circumstances which, in the opinion of the Organizers, in their sole and absolute discretion, affect the proper administration of the Hackathon as contemplated in these Rules. The Organizers further reserve the right, in their sole and absolute discretion, and without prior notice, to terminate or cancel the Hackathon or any part thereof.



www.kin.org