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MARCH 31 – APRIL 2, 2017 ASBURY METHODIST VILLAGE GAITHERSBURG, MD

**Legal Mumbo Jumbo**

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**1**. The LeadingAge DC, LeadingAge MD, and LeadingAge Virginia HackFest Contest (“HackFest”) is sponsored and administered by LeadingAge DC, LeadingAge Maryland, and LeadingAge Virginia.

**2**. Each HackFest participant is subject to these Official Rules (collectively, the “Official Rules”). By participating in the HackFest, contestants agree to be bound by the Official Rules as well as the decision of the judges, whose decisions are final and binding on all participants and aspects of the HackFest.

**3**. HackFest participants compete on teams. You may register with a full team (up to 6 people) or a “mini-team” that is fewer than 6 people. If you have no team or are a lone wolf, you will be assigned a team at the event. Teams will be selected and assigned based on a first-come, first-served basis and the skills needed to round out a team. We strongly urge you to incorporate a variety of skills in your team, such as gerontologists, marketers, business, clinicians, etc. as our experience has shown that the product is significantly enhanced with these additional talents.

**4**. During the HackFest, each team is expected to create a new tool, along with a business plan for their tool (together called a “Submission”). The tool can be an application, a website, an online application, or even a device. Each team will have the opportunity to demonstrate their Submission and provide an oral presentation to the judges describing why their Submission would be successful.

**5.** Any coding and building for the Submission must be performed during the HackFest. Any additional requirements concerning Submissions will be specified in the Official Rules.

**6**.Submissions will be judged using the following criteria, applied at the sole discretion of the judges.

* Originality
* Usability
* Feasibility
* Design
* Relevance
* “Most developed” status by the end of the session

**7**. Submissions may not contain any content that:

* Is inappropriate or which does not relate to the subject matter of the Hackfest;
* Contains trademarks, logos, or trade dress (such as distinctive packaging or building exteriors/interiors) owned by others, without permission, to the extent permission is necessary;
* Contains copyrighted materials owned by others (including photographs, sculptures, paintings, and other works of art or images published on or in websites, television, movies or other media), without permission, to the extent permission is necessary;
* Contains materials embodying the names, likenesses, voices, or other indicia identifying any person, including, without limitation, celebrities and/or other public or private figures, living or dead, without permission;
* Contains material that is in poor taste or offensive; and/or
* Violates any applicable law.

Any Submission that, in the opinion of the Sponsor or the judges, does not comply with these restrictions will be automatically disqualified and not eligible to win.

**8**. Unless otherwise stated in these Official Rules, all prizes or any prize components will be awarded to the winning team in the aggregate and not to each individual member of a winning team. Winning teams are responsible for agreeing in advance in writing, signed by each team member, how any prize will be divided among the team members to avoid disputes. LeadingAge DC, LeadingAge Maryland, LeadingAge Virginia and the judges are not responsible for any disputes among team members concerning prizes or prize components.

**9**. Prizes: The first place winner will be awarded $5,000. There will be cash prizes for runners-up.

**10**. Liability. Entrants agree to release LeadingAge DC, LeadingAge Maryland, and LeadingAge Virginia, any person or organization providing prizes to winners in the Hackfest, their respective affiliates and advertising/promotional agencies, and the employees, officers, directors and agents of each of them, and any persons involved with the development and operation of the Hackfest (collectively, the “Released Parties”) from any and all liability, claims, or actions of any kind whatsoever for injuries, damages, losses to person or property (or claims of any of the foregoing) that may be sustained in connection with the receipt, ownership, or use of a prize or with participation in this Hackfest. If for any reason the Hackfest is not capable of being conducted as described in these Official Rules, the Sponsor shall have the right, at its sole discretion, to cancel, terminate, modify, or suspend the Hackfest.

The Released Parties are not responsible for lost, late, incomplete, damaged, inaccurate, stolen, delayed, misdirected, undelivered or garbled Submissions; or for lost, interrupted or unavailable network, server, Internet Service Provider (ISP), Website, or other connections, availability or accessibility or miscommunications or failed computer, satellite, telephone or cable transmissions, lines, or technical failure or jumbled, scrambled, delayed, or misdirected transmissions or computer hardware or software malfunctions, failures or difficulties, or other errors or difficulties of any kind whether human, mechanical, electronic, computer, network, typographical, printing or otherwise relating to or in connection with the Hackfest, including, without limitation, errors or difficulties which may occur in connection with the administration of the Hackfest, the processing or judging of Submissions, the announcement of the prizes, the incorrect uploading of the video or photo or in any Hackfest -related materials. Released Parties are also not responsible for any incorrect or inaccurate information, whether caused by Website users, tampering, hacking, or by any equipment or programming associated with or utilized in the Contest. Released Parties are not responsible for injury or damage to any person’s computer related to or resulting from participating in this Contest or downloading materials from or use of the Website.

[Indemnification provision, especially for 3rd party claims of IP infringement]

**11**. ARBITRATION: By entering the Hackfest, participants agree that exclusive jurisdiction for any dispute, claim, or demand related in any way to the Hackfest will be decided by binding arbitration in Washington, DC. All disputes between participant(s) and LeadingAge DC, LeadingAge Maryland and LeadingAge Virginia of whatsoever kind or nature arising out of these Official Rules, shall be submitted to Judicial Arbitration and Mediation Services, Inc. (“JAMS”) for binding arbitration under its rules then in effect in the Washington, DC, USA area, before one arbitrator to be mutually agreed upon by both parties. The parties agree to share equally in the arbitration costs incurred.

The WHY: INNOVATION.

In late March 2017 the LeadingAge MD/DC/VA Hackathon will challenge participants to “Engage with Age” by creating a technology-driven tool to improve the lives of older adults and their families.

It could be an app, a website, an interactive online tool, a media campaign, or something else! Inspiration and examples will be provided.

Participants will have two days to design their tool. Tools don’t need to be fully developed or complete, but presentations should include a plan for how the project could be implemented and launched. Participants will keep intellectual property rights to anything they create during the hackathon.

 Tools will be judged based on creativity, usability, feasibility, and best use of technology. The first place winner will be awarded $5,000. There will be cash prizes for runners-up.

The WHO: YOU.

Like most hacking events, we’re looking for:

***Front-End Developers • Back-End Developers***

However, unlike most hacking events, we want:

***Designers • Marketers • Gerontologists • Business Experts • Clinicians***

***... Or anyone passionate about the field of aging.***

Each team will be assigned an aging services professional as a coach, and an older adult as potential user.

The WHERE LOCATION

The tool you and your team develops could be an app, a website, an interactive online experience, or a device. Participants will have 1 day to design and build their tool.

Tools will be judged based on originality, usability, feasibility, design relevance, and on being ‘most developed’ by the end of the session.

**At**

**LeadingAge**

**HackFest, you**

**will have the**

**opportunity**

**to:**