

# RULES OF THE CONTEST

## GENERAL CONDITIONS

These are the Official Rules that govern how **European Silverlight Challenge** will operate (the "Contest"). In these Official Rules, "we," "our," and "us" refer to INETA Europe, the organizer of the Contest. "You," "yourself" refers to an eligible Contest participant.

*If you are a minor, we encourage you to review these Official Rules with your parent or legal guardian and obtain their permission prior to entering.*

*By entering this Contest, you are agreeing to abide by the Official Rules written and referenced below.*

Further, you are agreeing that this Contest will not, by any law, make INETA Europe or Microsoft responsible for any direct, indirect or accidental damage.

National Contests are sole responsibility of local User Groups/INETA Country Leaders and you are not eligible to seek any responsibility from INETA Europe regarding National Contests.

*If you do not agree to abide by these Official Rules, please do not enter this Contest.*

## CONTEST DESCRIPTION AND CONTEST CRITERIA

**European Silverlight Challenge** (the "Contest") is a skill contest designed to recognize participants who demonstrate excellence in developing web components or application with user interface using Silverlight technology.

The overall code of conduct of the Contest is governed by these Official Rules. The Contest is organized by INETA Europe (the "Organizer") in cooperation with Microsoft and support and contribution of other companies (together referred to as the "Sponsors") referenced in the Sponsors section of the Contest website.

### CONTEST CRITERIA

The winners will be elected by a Jury that will decide the winners under the following criteria:

1. Originality – 25%
2. Design – 25%
3. Usability – 25%
4. Technical execution (code/implementation) – 25%

The Jury will evaluate all the Silverlight applications using grades from one to ten on each of the criteria specified. After that, they will make a list, sorting participants in the way that the first places will be awarded to the applications with the highest grade. Winner will be participant with the most points, and he/she will receive grand prize. All the others will receive the prize that is equivalent for their position on the competition list.

As for the local competitions there will be at least three prizes, consisting on the three applications with the most points and a fourth one specifically for students, that will be the student application with most of the points that has not been awarded other prizes.

INETA Europe and the Judges do reserve the right to disqualify any participant, if they think that his/her application is dangerous or insecure or because it's not in alignment with copyright laws or any of the competition rules or if they think that it should be disqualified without the need to explain to participant.

Presented Silverlight applications should be in its final version. It is not allowed to have several different versions of Silverlight applications, or to change an already submitted version.

Participants agree that their solution and information about them can be make visible to the general public at the European Silverlight Challenge - competition's web site and that can be subject to the public observation, qualifications and individual comments. Those actions will not affect in any way the evaluation process of the competition.

## **ENTRY DEADLINES AND OTHER IMPORTANT DATES**

### **National Contests**

Registration to the **National Contests website** of the *European Silverlight Challenge* will be **opened after November 1<sup>st</sup>, 2007**. The Contest will end at **Monday 28<sup>th</sup> of January 2008**. The prizes will be made public and notified on **Tuesday 12th of February 2008**.

Please review the **National Contest Details** on your country Contest web site before signing up.

### **European Contest – Grand Finale**

It is anticipated that the European wide finals will take place in January, 2008.

**Please Note:** The dates in these Official Rules and in the Contest Details are subject to change at any time, at the sole discretion of the Organizer. Therefore competitors must have a flexible schedule.

## **ELIGIBILITY CRITERIA**

You are eligible to enter the Contest if you meet the following requirements at the time of registration:

- **You are** 16 years of age or older and you have written permission of your parents/legal guardian to enter the Contest; **and**
- **You are** have citizenship of one of countries that are under **INETA Europe** jurisdiction; **and**
- **You are not** involved in any part of the execution or administration of this Contest between; **and**
- **You are not** a person involved in any part of the administration and execution of this Contest;
- **You are** Microsoft Student Partner / Consultant – you **can enter the contest**

## **GENERAL STANDARDS FOR ENTRIES**

The actual entry and the supporting entry materials must be presented in English.

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

- **Your entry** is your original work; **and**
- **Your entry** only includes material (including music, video or images) that you own or that you have permission from the copyright/trademark owner to use; **and**
- **You** has obtained permission from any recognizable person (parent/guardian, if a minor); **and**

Entries that will not satisfy these Official Rules and the spirit of the competition will be disqualified at the sole discretion of judges.

The content must be acceptable for all viewing audiences; any material containing text, sound or images that the judges, in their sole opinion and for any reason, find vulgar, offensive, or inappropriate for public viewing or content that would present the Organizer and/or the Sponsors in a negative light will be automatically disqualified.

The decisions of the judges are final and binding in all matters related to the Contest.

All the received materials of the entries received will not be given back and the organizers and sponsors of the Contest will have access to the source code of these, released as Open Source under the license MS-PL, "Microsoft Permissive License". The "Releases" (as they are defined more ahead) does not assume any responsibility by the lost materials, delayed, illegible, distorted or badly directed of the participations, or by any computer error, online, telephone, human or by any technical fault or another type of error that can happen. The participations that are illegible, incoherent, unusable or incomplete will not be accepted. The presentation or the participation by means of electronic mail does not constitute a test of delivery. All the information is compiled in Europe.

The entries also must not violate any law or, in its defect, to allow it.

## HOW TO PARTICIPATE

To participate on the contest, the competitors will access the contest website, hosted at following address: <http://www.silverlightchallenge.eu> and register within it. The participants will need to fulfill the registration form and to upload the Silverlight application for the contest with related documentation according to the instructions exposed on the website.

The applications will be uploaded using RAR/ZIP compression format and they will have to be ready to operate as web applications, auto-contained in a folder.

If the application works with a database, participants must send database in SQL Server format. The database must have example data that indicate its use and serve as a working sample data for the application.

If the application has a configuration file, this will be already configured to work "out of the box".

If the Silverlight application uses a web service or other server component that component must be made available to the jury, or if the web service /server component is on dedicated server – participants must create web service/component proxy that will enable Silverlight application to use them. All other server components that are needed for the software to work properly will need to be added to the registration.

If the Silverlight application uses streaming and/or video, it have to use the video source from the Live Service (<https://silverlight.live.com>).

With the application it will have to be provided a Word Document in a version compatible with "Word 97-2003" that explains in (maximum of) three pages how the application works and

how to use it, and a section that explains the installation of that application and all related components. The user interface or at least part of it must be done using Microsoft Silverlight technology. There will be needed to be attached the source code of all the parts, components and elements of each of the participations, except if the Silverlight application is using (through proxy) server components/web service on other dedicated server.

The Silverlight applications that are entering the contest will need to be free from restrictions, and it must be possible to freely redistribute and modify them as Open Source, under the license MS-PL, Microsoft Permissive License, that is based on the permission of being able to modify and redistribute the application code but keeping acknowledgment of the original author. In the case that the participant uses in his/her Silverlight application third party component, it is requested that those components should be possible to freely distribute.

A participant can submit more than one application for the contest. Application for contest is accepted only by individuals. In case of Silverlight application being elected to receive prize, only one person will be awarded, as this is an individual work. An individual can only be eligible for only one prize position, being it the corresponding to its best rated application.

## **PRIZE CONDITIONS**

All prizes will be awarded by Sponsors and are not responsibility of INETA Europe; provided a qualified number of entries are received. No substitution or transfer of prize permitted, except by the Organizer, who reserves the right to award a prize of equal or greater value if advertised prize is unavailable.

If a winner cannot, or will not accept a prize, then the prize will be forfeited and awarded to the next highest scoring entry.

Taxes, if any, are the sole responsibility of the winner(s). No exceptions will be allowed. Organizer is not responsible for any dispute arising regarding prize dispersal.

If the prize will not will be available – Organizer is not obligated/responsible to give the prize to the participant (entrant).

INETA Europe does reserve the right to vary the prizes without any previous notification, well for availability or for any other reason.

## **WINNERS LIST**

Winners will be announced within 30 days following the *European Silverlight Challenge – Grand Finals*.

After official publishing the list of winners, they will be contacted for arrangement about receiving the prize.

## **PRIZE OBLIGATIONS**

By accepting a prize you agree to participate in promotional events and activities that may include, but are not limited to, showcases of your entry on-stage at industry events, and allow the Organizer and the Sponsors to use your name, trademarks, image, comments and/or company logos on presentation slides, web sites and other marketing materials promoting the Contest.

This documentation may take various forms, including printed materials, on-line articles, video, audio, and other digital recordings.

## PRIZES

The prizes are the following:

This is the actual prize list for the European Finale winners:

### 1st. Prize

MIX '08 ticket & travel

1 DevForce Enterprise License (without BOS)

1 Telerik's RadControls for ASP.NET + WinForms + Reporting Developer

Subscription and Source Code Licenses

1 Component One's Enterprise Studio Subscription

Wrike - 1st place Finale - 2 year 15 user Subscription

### 2nd. Prize

MIX '08 ticket & travel

1 Telerik's RadControls for ASP.NET + WinForms + Reporting Developer

Subscription and Source Code Licenses

1 Component One's Enterprise Studio Subscription

1 Red-Gate's NET professional bundle (ANTS Profiler Pro)

### 3rd. Prize

MIX '08 ticket & travel FC

1 Telerik's RadControls for ASP.NET + WinForms + Reporting Developer

Subscription and Source Code Licenses

1 Component One's Enterprise Studio Subscription

### 4th. Prize (student)

1 Telerik's RadControls for ASP.NET + WinForms + Reporting Developer

Subscription and Source Code Licenses

And for the Local country competitions:

### 1st Prize

20-25 MSDN Subscriptions

25 IdeaBlade's DevForce Professional Licenses

25 JetBrains's ReSharper + DotTrace bundle

5 Red Gate's ANTS Profiler Pro licenses (for UK, Germany, France, Netherlands, Ireland )

25 Wrike - 2 year 5-user subscription

25 Telerik RadControls for ASP.NET Developer Subscription and Source Code License

### 2nd Prize

25 Infragistic's NetAdvantage for .NET

25 Jet Brains's ReSharper

25 Wrike - 2 Year 1 user subscription

25 O'reilly Book (to choose from this five books:

Learning WCF

Programming WPF  
Learning ASP.NET 2.0 Ajax  
Programming ASP.NET Ajax  
Head First C# - Please consider that this last book has still not been published and might not be available)

3rd Prize

25 Component One's DemoWorks licenses  
25 Wrike - 2 Year 1 user subscription

4th Prize

25 Silverlight Unleashed  
25 Wrike - 2 Year 1 user subscription

Total approximated of the prizes: = 170.000 EUR

The value of all the prizes is estimated on Euros. Any taxes applicable to the prize or expenses not enunciated are the only responsibility of the winner. The prizes can be subject to tax retention. The prizes are not interchangeable by money. INETA Europe, does reserve the right to substitute a prize or a portion of it if the prize for any reason, like availability. INETA Europe does reserve the right to vary the prizes without any previous notification, well for availability or for any other reason. All the terms and conditions of the offered prizes will be provided on the moment of the prize adjudication. INETA Europe reserves the right to change the rules if that change is needed for important reasons and/or this contributes to improve the competition and its conditions.

### **POTENTIAL USE OF ENTRY**

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

- Are transferring rights to the INETA Europe according the Open Source and Microsoft Public License (Ms-PL: <http://www.microsoft.com/resources/sharedsource/licensingbasics/publiclicense.mspx>)
- Agree to transfer all your rights, material and others to INETA Europe / General Public for using in Public Domain
- Understand that you will not receive any compensation or credit for use of your entry, other than what is described in these Official Rules.
- Accept all the contest conditions.

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

### **LIMITATIONS OF LIABILITY**

By entering, you agree, to release and hold harmless Organizer and Sponsors (collectively, the "Contest Benefactors") from any and all liability or any injuries, loss or damage of any kind arising from or in connection with this Contest, the use of any entry, or the acceptance or use of any prize won, except where prohibited by law.

"Contest Benefactors" assume no responsibility for lost, late, illegible, garbled or misdirected entries, or for any computer, online, telephone, human, or other error or for any technical or

other malfunctions that may occur including any injury or damage to your or any other person's computer relating to or resulting from participation in this Contest or downloading any materials in this Contest.

If for any reason this contest is not capable of running as planned due to technical failures, tampering, unauthorized intervention, fraud, uploads of malicious files or viruses, or any other causes beyond the control of Organizer which corrupt or affect the administration, security, fairness, integrity, or proper conduct of this Contest, Organizer reserves the right at its sole discretion, to disqualify any entry or any individual who tampers with the entry or judging process, and to cancel, terminate, modify or suspend the Contest and select winners using all eligible, non-suspect entries received as of the date of termination. "Contest Benefactors" assume no responsibility for any error, omission, interruption, deletion, defect, delay in operation or transmission, communications line failure, theft or destruction or unauthorized access to, or alteration of, entries.

## **CONDUCT**

Organizer reserves the right, at its sole discretion, to disqualify anyone it finds to be tampering with the type, process or the operation of the Contest or web site, to be acting in violation of the Official Rules or in an unsportsmanlike or disruptive manner or with intent to annoy, abuse, threaten or harass any other person. In case of intentional or unintentional attempt to harm the Contest or its infrastructure, organizer reserves the right to seek damages from any such contestant to the fullest extent permitted by law.

## **OTHER**

If, for any reason this contest is not being able to execute according to the plan, due to computer virus infection, errors, alterations or not authorized interventions, frauds, technical faults, malign software or any other cause that is away from the control of the organizers, that disrupt or affect the administration, security, impartiality, integrity or the adequate behavior of this competition. The organizers reserve the right, to its discretion, to disqualify any entry or participant that its entry tries or is able to cancel, end, modify or suspend the competition and choose winners using all the qualified participants that are not problematic.

Any intent of damaging in a deliberate way the contest website or to interfere with the contest in any way will be considered as a violation of the civil and criminal laws and in the case that a similar thing happened, the organizers reserve the right to claim for damages in the maximum way allowed by the law. In the case of a conflict in a winner's identity, the winning participation will be declared being done for the person who this participation is entitled to.

The Organizers do reserve the right to change the rules of the contest and other aspects of it at his own consideration without previous communication.

## **SPONSORS**

The sponsors of this competition are the following:

- Microsoft
- IdeaBlade
- IS Interned Services
- Microsoft Business-Technology Center

- Telerik
- Wrike
- Infragistics
- Jet Brains
- Component One
- Red-Gate
- Pearsoned
- O'reilly