

# CONTEST RULES

## GENERAL CONDITIONS

The following are the general conditions for the European Silverlight Challenge. From here on forward, the terms “we”, “our” and “us” refers to INETA Europe, and “you”, “your” and “yourself” refers to any eligible contestant or participant.

*Contestants that are under the legal age should consult with their parents or legal guardian prior to participation in the contest.*

*By taking part in this contest you are deemed to apply by the official rules as outlined below.*

You hereby renounce to hold INETA Europe or Microsoft for any incidental damage or economical prejudice caused by your participation in this contest. National contests are sole responsibility of local User Groups/INETA Country Leaders and you are not eligible to seek any responsibility from INETA Europe.

## 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 applications 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

Winners will be elected by a Jury who shall decide the winners based on 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. . The participant with the highest number of points shall be declared the winner.

The Grand Prize will be for the participant that takes the first place. Runners up will receive the corresponding prizes according to their position.

National contests will consist of three prizes, based on the top three participants awarded the most points. There will also be a fourth prize awarded to the highest scoring participant who classifies as a student and has not obtained other prizes in any other categories.

INETA Europe and the Judges reserve the right to disqualify any participant, if they think that his/her application is dangerous, insecure, not in alignment with copyright laws or any of the contest rules.

Only one final version of each application can be presented. Different versions of the same application are not allowed. Changes to the submission are prohibited. All submitted applications are subject to being displayed and commented on by the general public and for view on the European Silverlight Challenge web site.

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

### **National Contest**

Registration to the **National Contest website** of the *European Silverlight Challenge* will be **open on November 1<sup>st</sup>, 2007**. The Contest will end on **Monday 31<sup>th</sup> of January 2008**. The prizes will be made public and notified on **Tuesday 12<sup>th</sup> of February 2008**.

Please review the **National Contest Details** on the corresponding national web site before signing up.

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

It is anticipated that the European finals will take place in February, 2008, after winners of the national contest have been announced. The 1<sup>st</sup> place winner of each National contest will enter the European finale.

**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.

## **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.
- **If you are younger**, you need to have written permission of your parents/legal guardian to enter the Contest.
- **You are** a citizen of one of countries that are under **INETA Europe** jurisdiction.
- **You are not** involved directly or indirectly with the organization of the contest .

## **GENERAL STANDARDS FOR ENTRIES**

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

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

- **Your entry** is your original work; **and**
- **Your entry** has been done only by you; **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;

A participant can submit more than one application for the contest. In case an application is elected to receive a prize, only one person will be awarded, as this is an individual work. An individual can only be eligible for one prize

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 decision of the judges is final and binding in all matters related to the contest.

All received materials will not be given back and the organizers and sponsors of the contest will have access to the source code of these. They will be released as Open Source under the license MS-PL, "Microsoft Permissive License". The organizers do not assume any responsibility by the lost materials, delayed, illegible, distorted or badly directed of the entries, or by any computer error, online, telephone, human or by any technical fault or another type of error that can happen. Entries that are illegible, incoherent, unusable or incomplete will not be accepted. The presentation of the entries 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 in the contest, participants have to register at the contest website: <http://countryname.silverlightchallenge.eu>. Participants will need to fill the registration form and to upload the Silverlight entry containing the application for the contest with related documentation according to the instructions explained on the website.

The Silverlight application can be developed with any version of Silverlight, i.e. 1.0, 1.1 or 2.0.

Entries 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 serves 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 has to use the video source from the Silverlight Streaming Live Service (<https://silverlight.live.com>).

A Word Document of maximum three pages in a version compatible with "Word 97-2003" explaining how the application works and how to use it, along with a section that explains how to install the application and its related components, should be supplied. The user interface or at least part of it must be done using Microsoft Silverlight technology (1.0 or 1.1/2.0). All source code should be provided.

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 MS-PL licenses (Microsoft Permissive License) 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 use third party components, it is requested that these components should be possible to freely distribute.

## PRIZE CONDITIONS

All prizes will be awarded by Sponsors and are not responsibility of INETA Europe; provided a qualified number of entries are received.

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). The Organizer does reserve the right to vary the prizes without any previous notification

## WINNERS LIST

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

After an official list of winners has been published, they will be contacted individually to arrange prize delivery.

## 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 National country contests:

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

Approximate total values of prizes comes to 170.000 EUR

The value of all the prizes is estimated on Euros. Any taxes applicable to the prize or expenses not explicitly mentioned are the sole 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 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 during the giveaways.

## POTENTIAL USE OF APPLICATION

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.

## LIMITATIONS OF LIABILITY

By participating 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

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 the organizers reserve the right to claim for damages in the maximum way allowed by the law.

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 contest are the following:

- Microsoft
- IdeaBlade
- IS Interned Services
- Microsoft Business-Technology Center
- Telerik
- Wrike
- Infragistics
- Jet Brains
- Component One
- Red-Gate
- Screenedit
- Pearsoned
- O'reilly