

OFFICIAL RULES

NO PURCHASE NECESSARY TO ENTER OR WIN. VOID WHERE PROHIBITED. VALID IN THE 50 UNITED STATES AND THE DISTRICT OF COLUMBIA ONLY. ENTRY IN THIS CONTEST CONSTITUTES YOUR ACCEPTANCE OF THESE OFFICIAL RULES.

The Verizon Innovative Learning App Challenge (the “**Contest**”) hosted by the Verizon Foundation (“**Verizon**” or “**Verizon Foundation**”) and administered by Technology Student Association is designed to encourage eligible U.S. Middle School (as defined below) and High School (as defined below) students (“**Student**”), working in teams with a Faculty Advisor (as defined below) (collectively the “**Team**”), to develop a mobile app concept that addresses a real need or problem in their school or community (“**App Concept**”). Judges shall choose the winning entries, and prizes shall be awarded in accordance with these Contest Official Rules (the “**Rules**”). The definitions in these Rules shall apply equally to the singular, plural, active and passive forms of the terms defined.

- 1. AGREEMENT:** In order to enter the Contest, you must agree to the Rules. Therefore, please read these Rules prior to entry and Submission (as defined below) to ensure you understand and agree. You agree that Submission of an App Concept in the Contest constitutes agreement to these Rules. You may not submit an App Concept to the Contest and are not eligible to receive the prizes described in these Rules unless you agree to these Rules. These Rules form a binding legal agreement between you and Verizon and the Contest Administrator (as defined below) with respect to the Contest.
- 2. ELIGIBILITY:** The Contest is open to Teams of five (5) to seven (7) Students who (i) attend the same Middle School (as defined below); (ii) attend the same High School (as defined below) or (iii) participate in the same activities sponsored by an eligible Non-Profit Organization as defined on our site at: (<http://www.verizon.com/about/verizon-foundation/>), (each a “**Team Sponsor**”). Each Student on a Team must be (i) a U.S. citizen or permanent U.S. legal resident; (ii) have obtained a parent’s or legal guardian’s prior permission and (iii) have one faculty advisor, who is (a) a legal resident of the 50 United States or the District of Columbia; (b) eighteen (18) years or older at the time of Submission (as defined below) and (c) a licensed teacher, employee of a Team Sponsor or a volunteer to a Team Sponsor who has been authorized to act on behalf of the Team Sponsor evidenced by the execution of written form of authorization (“**Authorized Representative**”) of a Team Sponsor (“**Faculty Advisor**”). Teams who consist of Students who are under the age of eighteen (18) must get permission from their parents or legal guardians to enter the Contest and each parent or legal guardian shall execute a student release (“**Student Release**”) attached hereto. Students who (i) were on Teams named Best in Nation (as defined below) in previous App Challenge Contests and/or (ii) are current officers of the National Technology Student Association are ineligible to participate in this Contest. Each Student is allowed to be on only one Team during the Contest Period. Each Team Sponsor may have an infinite number of Teams with the same Faculty Advisor. The undersigned shall be responsible and held liable for all actions and Submissions of the Teams. All applicable federal, state and local laws and regulations apply. Contest is void in Puerto Rico, U.S. territories and possessions, outside of the U.S., and where prohibited by law.
- 3. CONTEST ADMINISTRATOR:** The Contest is administrated by Technology Student Association located at 1914 Association Drive, Reston, VA 20191-1540 (“**Contest Administrator**”).
- 4. CONTEST PERIOD:** The Contest begins on August 1, 2016 with the beginning of the Submission Period (as defined below) and ends on February 15, 2017 with the announcement of the Best in Nation Team Winners (as defined below) (“**Contest Period**”). All dates are subject to change.
 - App Concept registration & submission period: Begins on August 1, 2016 at 12:00 p.m. EST and ends on November 18, 2016 at 11:00 p.m. EST (“**Submission Period**”).
 - Judging for the various winners will be held from November 18, 2016 to February 14, 2017
 - Best in State Team Winners Notified: On or after January 9, 2017.
 - Best in Region Team Winners Notified: On or after January 17, 2017.
 - Best in Region Team Winners shall present their App Concept via webinar to judging panel: Weeks of January 23, 2017 and January 30, 2017.
 - Best in Nation and Fan Favorite Team Winners Announced: February 15, 2017.
 - Best in Nation and Fan Favorite Team Winners shall develop App Concepts and publish beta versions of the apps by May 15, 2017.
 - Best in Nation and Fan Favorite Team Winners shall publish functioning apps by June 1, 2017.
 - Best in Nation and Fan Favorite Team Winners invited to present Apps on their tablet at the 2017 National Technology Student Association Conference in Orlando, FL: June 21 – June 25, 2017 (“**National TSA Conference**”).

5. HOW TO ENTER: NO PURCHASE NECESSARY TO ENTER OR WIN. To enter the Contest, Team Sponsor shall register their respective Teams by visiting the Contest website located at www.verizon.com/appchallenge ("**Contest Site**") during the Submission Period. Thereafter, Teams shall follow the directions to enter a Submission as detailed below. **LIMIT ONE (1) SUBMISSION PER TEAM PER CONTEST PERIOD.**

- A. Submissions shall consist of Team Information, Essay and Visual Presentation and in regards to the Best in Nation Team Winners an App (as all are defined herein) ("**Submission**") for Teams to qualify for Best in State Team Winners. The Contest Site provides instructions and requirements for Submissions, in addition to the requirements listed below. All Submissions shall adhere to the Content Restrictions (as explained below).
- I. Team Information will include:
- Name of the Team's App Concept;
 - Team Level: Middle School (6th – 8th grades) or High School (9th – 12th grades);
 - Full name of Team Sponsor, and state where the Team Sponsor resides;
 - Completed student release form for each member of the team under 18 years of age;
 - Completed Faculty/Principal authorization form.
- II. Essay responses that demonstrate the Team's design process, the app's functionality, and its potential impact or outcome ("**Essay**"). The Essay should include:
- Statement of the problem or issues identified and its affect on the school or community;
 - Description of the team's mobile app solution to the problem;
 - Description of the uniqueness of the proposed mobile app solution;
 - Description of the specific mobile technology features providing a viable solution to the problem.
- III. A three-minute video describing the App Concept ("**Video**"). All Team members are expected to participate in the Video. The Video should include:
- A description of the identified need or problem and an explanation of how the mobile App Concept will address the identified problem/need;
 - Identification of the primary audience for the app, description of the intended user experience and how it is appropriate for the intended audience;
 - Creative and appealing visual elements such as storyboards and/or design documentation that highlight the unique form and functionality of the mobile App Concept;
- B. In addition to the Submission requirements listed in Sections 5(A) I, II and III, Best in State Team Winners, shall also submit the following:
- I. A shorter thirty (30) second version of their Video to be used for promotion of their App Concept for a chance to become the Fan Favorite Team Winner.
- C. In addition to the Submission requirements listed in Sections 5(A) I, II and III, Best in Nation and Fan Favorite Team Winners, shall also submit the following:
- I. Evidence of their developed, published and functioning apps ("**App**") as directed by Verizon Foundation by June 1, 2017 in order to be eligible to attend the National TSA Conference. Verizon Foundation shall provide professional support, workshops and development assistance to help the Best in Nation and Fan Favorite Team Winners develop, prepare and submit Apps to an agreed upon app store.
- D. Content Restrictions: The Submission must NOT contain:
- Nudity, lewd or vulgar behavior.
 - Material that violates or infringes another's rights, including but not limited to privacy, publicity or intellectual property rights, including but not limited to copyright patent, trademark, trade secret infringement or other proprietary right of any party.
 - Brand names or trademarks.
 - Material that is hateful, tortuous, defamatory, slanderous or libelous.

- Material that promotes bigotry, racism, hatred or harm against any group or individual or promotes discrimination based on race, sex, religion, nationality, disability, sexual orientation or age.
- Material that is unlawful, in violation of, or contrary to the laws or regulations in any state where the App is created.
- Material that interferes with the functioning of any services of other parties.
- Material not suitable for persons under 13, including graphic depictions of violence or age-inappropriate language.
- Gambling application or sites.
- Material that includes content that is deemed inappropriate, indecent, obscene or otherwise does not comply with the Content Restrictions, as determined by Contest Administrator in its sole discretion.
- Material developed with the help of anyone other than the Teams and Faculty Advisors.

Failure of any Submission to comply with the above restrictions (collectively, the “**Content Restrictions**”), as determined by Verizon or the Contest Administrator in its sole discretion, shall result in disqualification. Neither Verizon nor the Contest Administrator accepts responsibility for Submissions lost, delayed, damaged, defaced, or mislaid, howsoever caused. All Submissions shall be deemed made by the Team at the time of entry. Once a Submission is made, teams may not make any alterations.

E. Further Restrictions: Students, Teams, Faculty Advisors, Schools, Team Sponsors and their affiliates, parents, subsidiaries, agents and representatives are prohibited from directly or indirectly (i) purchasing, receiving or having paid advertising purchased on their behalf to solicit Fan Favorite votes and (ii) compensating or incentivizing individuals to vote for a particular team for the Fan Favorite award in any manner or form.

6. JUDGING:

- A. Each Submission shall be evaluated and scored based on the creativity, viability and marketability of the Submission and Best in State Team Winners shall be determined by the following criteria (“**Best in State Criteria**”) and as further detailed in the 2016-2017 App Challenge rubrics available for review and download on the website: www.verizon.com/appchallenge to determine the winners at each level:
- Clear identification of need/problem;
 - Creativity and originality of solution;
 - Viability of the concept to be built and published as a usable mobile app; and
 - Thoroughness of the submitted materials in compliance with Contest rules, guidelines, and requirements.
- B. Each Best in State Winners’ Submission will be judged to determine the Best in Region Winners based on the following Best in Region criteria (“**Best in Region Criteria**”):
- The App Concept offers an innovative solution not found in existing mobile apps;
 - The App Concept addresses a significant need or problem in their school or community.
- C. Each Best in State Winners’ Submission will also be judged to determine the Fan Favorite Winners based on the following Fan Favorite criteria (“**Fan Favorite Criteria**”):
- Maximum number of votes obtained via the App Challenge website during the Fan Favorite voting period, running from January 9, 2017 through February 15, 2017.
- D. Each Best in Region Winners’ Submission will be judged to determine the Best in Nation Winners based on the following Best in Nation criteria (“**Best in Nation Criteria**”):
- Webinar presentation;
 - Online presentation to judging panel summarizing the problem and their App Concept solution; and
 - Presentation of answers to judges’ questions.

7. **NOTIFICATION OF FINALISTS AND WINNERS:** Becoming a Team winner is subject to validation and verification of eligibility and compliance with all the terms and conditions set forth in these Rules. If a potential Team finalist or winner is

disqualified for any reason, the Submission that received the next highest total score shall be chosen as the potential Team finalist or winner. Contest winners shall be selected, announced and posted to the Contest Site on or around February 15, 2017 and the associated Team Sponsor shall be notified by telephone and/or email, at Contest Administrator's discretion. If the Sponsor of the potential Team finalist/winner does not respond to the notification attempt within ten (10) days from the first notification attempt, then such potential Team finalist/winner may be disqualified and an alternate potential Team finalist/winner shall be selected from among all eligible entries received based on the judging Criteria described herein. Except where prohibited by law, each potential Student, finalist and/or winner may be required to sign and return an Affidavit of Eligibility and Liability and Publicity Release and provide any additional information that may be required by Contest Administrator. If required, potential Team Sponsor and Team finalists/winners must return all such required documents via fax (or as otherwise instructed) within three (3) days and via U.S. Mail within seven (7) days following attempted notification or such potential finalist/winner shall be deemed to have forfeited the prize and another Team potential finalist/winner may be selected based on the judging Criteria described herein. In the event the potential Team finalist/winner is a minor, his or her parent or legal guardian must sign the documents and return them as described herein. All notification requirements, as well as other requirements within these Rules, shall be strictly enforced. Determinations of judges are final and binding.

8. PRIZES: There shall be four (4) types of winners ("**Winners**"): Best in State Team Winners, Best in Region Team Winners, Best in Nation Team Winners, and Fan Favorite Team Winners. Additionally, each Team Sponsor associated with each Best in State Team Winners, Best in Region Team Winners, Best in Nation Team Winners, and Fan Favorite Team Winners shall be eligible for a prize.

A. **Best in State Team Prizes:** There shall be one Middle School Team and one High School Team chosen as the Best in State Winners from each state with eligible Team Submissions ("**Best in State Team Winners**"). Each Best in State Team Winner shall be awarded:

- Best in State Team Winners shall be awarded "Best in State" certificates for each student team member.
- Team Sponsor of Best in State Team Winners shall receive a \$5000 grant to further science, technology, engineering and/or math ("**STEM**") education at the Team Sponsor school or site.
- Best in State Team Winners shall be featured on the Verizon Foundation website: www.verizon.com/appchallenge.
- Best in State Team Winners shall be eligible to be chosen as a Best in Region Team Winners.
- Each Best in State Team Winner's Team Sponsor shall receive a "Best in State" plaque.
- Each Student and Faculty Advisor from the Best in State Team Winners shall receive an Android tablet. Only one (1) Android Tablet shall be awarded per Faculty Advisor regardless if the person who is the Faculty Advisor for more than one Best in State Team Winner.

B. **Best in Region Team Prizes:** The Best in State Team Winners shall compete to become a Best in Region Team Winner. There are a total of twenty-four (24) Best in Region Team Winners. There shall be two (2) Middle School teams and two (2) High School teams named as Best in Region from each of the six (6) markets (pacific, south central, north central, great lakes, southeast and northeast) where the Verizon Foundation operates ("**Verizon Markets**"). Each Best in Region Team Winner shall be awarded:

- Best in Region Team Winners shall be awarded "Best in Region" certificates.
- Best in Region Team Winners shall have the opportunity to present their App Concept during an online webinar in order to be chosen as a Best in Nation Team Winner.
- Best in Region Team Winners shall be featured on the Verizon Foundation website: verizonfoundation.org.

C. **Fan Favorite Team Prizes:**

- Fan Favorite Team Winner's Team Sponsor shall receive a \$15,000 grant to build the app from their winning design, to enhance STEM education at their schools or site, and to cover the travel costs of the Faculty Advisor's attendance at the TSA National Conference in Orlando, FL, from June 21 – June 25, 2017 if they would like to accompany the winning team.
- Fan Favorite Team Winners shall be awarded "Fan Favorite" certificates.
- Fan Favorite Team Winners shall receive in-person and virtual training and support from Verizon Foundation partners to assist the team to build and publish their app.

- As an additional prize, Verizon will cover the travel expenses of each Student of a Fan Favorite Team Winner and each Student Chaperone (as defined below) to attend the National TSA Conference to present their developed app on their tablet.
- Additionally, Verizon Foundation shall showcase Fan Favorite Team Winners on the Verizon website: www.verizon.com/appchallenge, and in other communication about the Contest.

D. **Best in Nation Team Prizes:** The Best in Region Team Winners shall compete to become a Best in Nation Team Winner. There shall be eight (8) Best in Nation Team Winners, one (1) Middle School Team and one (1) High School Team from each of the Verizon Markets. Each Best in Nation and Fan Favorite Team Winner shall be awarded:

- Best in Nation Team Winner's Team Sponsor shall receive a \$15,000 grant to build the app from their winning design, to enhance STEM education at their schools or site, and to cover the travel costs of the Faculty Advisor's attendance at the TSA National Conference in Orlando, FL, from June 21 – June 25, 2017 if they would like to accompany the winning team.
- Best in Nation Team Winners shall be awarded "Best in Nation" certificates.
- Best in Nation Team Winners shall receive in-person and virtual training and support from Verizon Foundation partners to assist the team to build and publish their app.
- As an additional prize, Verizon will cover the travel expenses of each Student of a Best in Nation Team Winner and each Student Chaperone (as defined below) to attend the National TSA Conference to present their developed app on their tablet.

Additionally, Verizon Foundation shall showcase the Best in Nation Team Winners on the Verizon website: www.verizon.com/appchallenge, and in other communication about the Contest. Each member of the Best in Nation and Fan Favorite Team Winners or his/her parent or legal guardian, if Student is a minor, must sign a travel release prior to traveling. Additionally, each Student, if a minor, must be accompanied to the National TSA Conference by his/her parent or legal guardian ("**Student Chaperones**"). The Team and all applicable Student Chaperones must travel together at the same time on the same itinerary. All travel arrangements must be made through the Contest Administrator. The trip portion of the prizes shall consist of (i) economy-class airfare for the Team and all applicable Student Chaperones from a major airport that is the closest to the Team's town to the Orlando, Florida, area airport; (ii) hotel accommodations for two nights in Orlando, Florida, chosen at Contest Administrator's discretion; and (iii) transport to and from the airport in Orlando, Florida. Airfare, hotel accommodations, and transportation shall be arranged at Verizon's or Contest Administrator's discretion. The Team and all applicable Student Chaperones are responsible for transport from his or her home to and from their home airport and any other incidentals or expenses. Once trip dates have been booked, no change, extension or substitution of trip dates will be permitted, except at Contest Administrator's sole discretion. The trip shall take place on or around June 21, 2017 - June 25, 2017. No extension or change of trip dates permitted. Contest Administrator or Verizon shall not replace any lost or stolen tickets, travel vouchers, certificates or similar items once they are in the Team's and/or any applicable Student Chaperone's possession. If the Team or any applicable Student Chaperone lives within 100 miles of the Orlando, Florida, the air transportation portion of the prize shall not be awarded and ground transportation shall be substituted and no additional compensation shall be provided. The Team and all applicable Student Chaperones must possess valid ID and are solely responsible for obtaining all necessary and required travel documents (passport, etc.) in order to travel. Contest Administrator and Verizon, its affiliates, subsidiaries, divisions, advertising and promotion agencies ("**Contest Entities**") shall not be responsible for any cancellations, delays, diversions or substitution or any act or omissions whatsoever by the air carriers, hotels or other transportation companies or any other persons providing any of these services and accommodations to passengers including any results thereof such as changes in services or accommodations necessitated by same. Contest Entities shall not be liable for any loss or damage to baggage.

9. TAXES: AWARDS OF PRIZES TO POTENTIAL WINNERS ARE SUBJECT TO THE EXPRESS REQUIREMENT THAT THEY SUBMIT TO CONTEST ADMINISTRATOR OR VERIZON ALL DOCUMENTATION REQUESTED BY CONTEST ADMINISTRATOR OR VERIZON TO PERMIT IT TO COMPLY WITH ALL APPLICABLE STATE, FEDERAL AND LOCAL TAX REPORTING. ALL PRIZES SHALL BE NET OF ANY TAXES CONTEST ADMINISTRATOR OR VERIZON IS REQUIRED BY LAW TO WITHHOLD. TO THE EXTENT PERMITTED BY LAW, ALL TAXES IMPOSED ON PRIZES ARE THE SOLE RESPONSIBILITY OF THE WINNERS. In order to receive a prize, potential winners must submit tax documentation requested by Contest Administrator or Verizon or otherwise required by applicable law, to Contest Administrator or Verizon or a representative for Contest Administrator or the relevant tax authority, all as determined by applicable law. The potential winners and finalists, and if the winner/finalist is a minor, their parents or legal guardians, are responsible for ensuring that they comply with all the applicable tax laws and filing requirements. If a potential

winner fails to provide such documentation or comply with such laws, the prize may be forfeited and Contest Administrator may, in its sole discretion, select an alternate potential winner.

10. GENERAL CONDITIONS: All federal, state and local laws and regulations apply including but not limited to trade, sanctions and prohibited use. Contest Administrator reserves the right to disqualify a Team from the Contest if, in Verizon's or the Contest Administrator's sole discretion, it reasonably believes that the Team has attempted to undermine the legitimate operation of the Contest by cheating, deception, or other unfair playing practices or annoys, abuses, threatens or harasses any other Teams, Verizon, Contest Administrator, or the Judges.

11. INTELLECTUAL PROPERTY RIGHTS: As between Contest Administrator and the Team, the Team retains ownership of all intellectual and industrial property rights (including moral rights) in and to the Submission (excluding Contest Administrator's rights in the Contest Administrator logo/trademark). As a condition of entering into the Contest, the Team grants Verizon a perpetual, irrevocable, worldwide, transferable, royalty-free, and nonexclusive license to use, reuse, publish, republish, modify, edit, repurpose, reproduce, distribute, sell, disclose, publicly perform, create a derivative work from and publicly display Student's opinions, name, photograph, likeness, Submissions, ideas, or other materials provided by Team, Faculty Advisor, Sponsors or principals of the schools in whole or in part, without prior review, in all media (including but not limited to posting on Contest Site, display at National TSA Conference and other Verizon Foundation uses), whether now known or later developed, and, including but not limited to, for the purposes of promotion, marketing or advertising without any notice or obligation of further compensation to the Team, Sponsors, Students (and legal guardians) or Faculty Advisors or any and all claims, demands, or causes of action that the Teams, Sponsors, Students (and legal guardians) or Faculty Advisors might assert in connection with the above use or uses by Contest Administrator and/or Verizon. Submissions shall not be returned.

12. PRIVACY: Teams agree that personal data submitted with a Submission or App, including name, mailing address, phone number, and email address may be collected, processed, stored and otherwise used by Contest Administrator and Verizon and its affiliates for the purposes of conducting and administering the Contest. By entering the Contest, Teams agree to the transmission, processing, disclosing and storage of this personal data by Contest Administrator and Verizon and its affiliates. All personal information that is collected from the Team is subject to Verizon's Privacy Policy, located at: <http://www.verizon.com/privacy/privacy-policy.html>.

13. PUBLICITY. By entering the Contest, Teams agree to participate in any media or promotional activity resulting from the Contest as reasonably requested by Contest Administrator or Verizon at Contest Administrator's or Verizon's expense and agree and consent to use of their name and/or likeness by Contest Administrator and Verizon. Contest Administrator or Verizon shall contact Teams in advance of any Contest Administrator or Verizon-Contest Administrator media request for interviews.

The Submission may also be used for press and media purposes (including events and activities related to this Contest) and Team agrees to waive any rights and not assert any intellectual property rights that Team has or may have in the Submission or App. Contest Administrator and Verizon reserve the right to publish the name and likeness of the Teams on the Contest Site or through other media for publicity purposes.

14. WARRANTY AND INDEMNITY: Teams warrant that their Submissions are their own original work and, as such, they are the sole and exclusive owner and rights holder of the submitted Submission and that they have the right to submit the Submission in the Contest and grant all required licenses. Each Team agrees not to submit any Submission that: (a) infringes any third party proprietary rights, intellectual property rights, industrial property rights, personal or moral rights or any other rights, including without limitation, copyright, trademark, trade names, industrial designs, patent, trade secret, privacy, publicity or confidentiality obligations; or (b) otherwise violates applicable state, federal, or local law.

To the maximum extent permitted by law, Team and Team Sponsor agrees to defend, indemnify and hold harmless Contest Administrator from and against any and all claims, actions, suits or proceedings, as well as any and all losses, liabilities, damages, costs and expenses (including reasonable attorneys' fees) arising out of or accruing from; (i) any Submission or other material uploaded or otherwise provided by Team that infringes any copyright, trademark, trade secret, trade dress, patent or other intellectual property right of any person or defames any person or violates their rights of publicity or privacy; (ii) breach of any warranty set forth herein; (iii) any misrepresentation made by Team in connection with the Contest; (iv) any non-compliance by Team with these Rules; (v) claims brought by persons or entities other than the parties to these Rules arising from or related to Team's involvement with the Contest; (vi) acceptance, possession, misuse or use of any prize or

participation in any Contest-related activity or participation in the Contest; (vii) any malfunction or other problem with the Contest Site in relation to the Submission and participation in the Contest by Team; (ix) any error in the collection, processing, or retention of Submission or voting information in relation to the Submission and participation in the Contest by Team and in the voting process by consumers; or (x) any typographical or other error in the printing, offering or announcement of any prize or winners in relation to the Submission and participation in the Contest by Team.

15. ELIMINATION. Any false information provided within the context of the Contest by Team concerning identity, mailing address, telephone number, email address, ownership of right or non-compliance with these Rules or the like may result in the immediate elimination of the Team from the Contest.

16. INTERNET AND DISCLAIMER. Neither Contest Administrator nor Verizon is responsible for any malfunction of the entire Contest Site or any late, lost, damaged, misdirected, incomplete, illegible, undeliverable, or destroyed Submission or votes due to system errors, failed, incomplete or garbled computer or other telecommunication transmission malfunctions, hardware or software failures of any kind, lost or unavailable network connections, typographical or system/human errors and failures, technical malfunction(s) of any telephone network or lines, cable connections, satellite transmissions, servers or providers, or computer equipment, traffic congestion on the Internet or at the Contest Site, or any combination thereof, including other telecommunication, cable, digital or satellite malfunctions which may limit Team's ability to participate. Neither Contest Administrator nor Verizon are responsible for the policies, actions, or inactions of others, which might prevent Team from entering, participating, and/or claiming a prize in this Contest. Contest Administrator's or Verizon's failure to enforce any term of these Rules shall not constitute a waiver of that or any other provision. Verizon and Contest Administrator reserve the right to disqualify Teams who violate the rules or interfere with this Contest in any manner. If a Team is disqualified, Contest Administrator and Verizon reserve the right to terminate that Team's eligibility to participate in the Contest.

17. RIGHT TO CANCEL, MODIFY OR DISQUALIFY. If for any reason the Contest is not capable of running as planned, including infection by computer virus, bugs, tampering, unauthorized intervention, fraud, technical failures, or any other causes which corrupt or affect the administration, security, fairness, integrity, or proper conduct of the Contest, Contest Administrator and Verizon reserve the right at its sole discretion to cancel, terminate, modify or suspend the Contest. Contest Administrator and Verizon further reserves the right to disqualify any Team who tampers with the Submission process or any other part of the Contest or Contest Site. Any attempt by an Team to deliberately damage any web site, including the Contest Site, or undermine the legitimate operation of the Contest is a violation of criminal and civil laws and should such an attempt be made, Contest Administrator reserves the right to seek damages from any such Team or school to the fullest extent of the applicable law.

18. FORUM AND RECOURSE TO JUDICIAL PROCEDURES: These Rules shall be governed by, subject to, and construed in accordance with the laws of the State of New York, United States of America, excluding all conflict of law rules. If any provision(s) of these Rules are held to be invalid or unenforceable, all remaining provisions hereof shall remain in full force and effect. To the extent permitted by law, the rights to litigate, seek injunctive relief or make any other recourse to judicial or any other procedure in case of disputes or claims resulting from or in connection with this Contest are hereby excluded, and Teams expressly waive any and all such rights.

19. ARBITRATION: By entering the Contest, you agree that exclusive jurisdiction for any dispute, claim, or demand related in any way to the Contest shall be decided by binding arbitration. All disputes between you and Contest Administrator or Verizon of whatsoever kind or nature arising out of these Rules, shall be submitted to Judicial Arbitration and Mediation Services, Inc. ("JAMS") for binding arbitration under its rules then in effect in the New York, NY, USA area, before one arbitrator to be mutually agreed upon by both parties. The parties agree to share equally in the arbitration costs incurred.

20. BEST IN NATION WINNER'S LIST: Winners will be posted on the Contest Site on or around February 15, 2017.

This Agreement may be signed in counterparts, each of which shall constitute one and the same instrument after their delivery and exchange.

IN WITNESS WHEREOF, these Official Rules have been agreed to as of the date of signature.

Faculty Advisor's Name: _____

Faculty Advisor's Signature _____

Sponsor: _____

Sponsor's address _____ City _____

State _____ Zip _____