



HACKATHON

GROCERY

BY SONAEMC

MARKER AND BORDO

PORTO, MAY 2019

BITHACKATHON.SONAE.PT

ORGANIZED BY:



This document contains all the basic information and rules of the 2019 edition of BIT Hackathon. It is indispensable that all participants read the entire document in order to understand how it will function and take the best out of the experience. All the rules in this document must be applied throughout the whole duration of the event.

Registration and Eligibility

1. The registration to BIT Hackathon is voluntarily and can be done as a team. It is only possible to register through the form available on the website;
2. Only participants above 18 years old are allowed to register;
3. BIT Hackathon will take place on the May 30-31 of 2019 and the deadline for the registration is defined on the registration page;
4. The participation in BIT Hackathon will be done in teams of 4 to 6 elements;
5. During the team registration, the team leader must fill-in the data for all team members;
6. The number of registrations is limited and the criteria for acceptance is by the registration date and time;
7. The organization must confirm the registration of the team through email within 24 hours after registration;
8. Remote participation is not allowed;
9. Each team member must have someone at the venue during each checkpoint markets in the agenda available on the website;
10. The participant acknowledges that the registration and participation in BIT Hackathon is free of any charge.

Cancellation Policy

1. The participant has the right to cancel his/her registration, which should be done by contacting the organising team at rapires@sonaemc.com ;
2. In case of withdrawal of any participant, the organisers can decide that a team must be readjusted by adding a new element or can even be disqualified.

Pre-Event

1. After the registration has been validated, an invitation will be sent to the official communication channel within a Slack team. All participants must join the Slack team dedicated to BIT Hackathon;
2. During the week before the event, information regarding the competition, such as all the details about the available resources will be made available on the Slack team.

Agenda and Duration

1. The agenda and duration of BIT Hackathon is available on the website: <https://bithackathon.sonae.pt> ;
2. The organisers reserve the right to change the agenda without any warning.

Resources

1. The resources that will be provided at BIT Hackathon will be related to the Continente's business and will be made available by Sonae MC;
2. The organisers are responsible to give access to all the data and its documentation to all teams. The documentation will include information about services, data and possibly some sample code;
3. The data might be incomplete and be presented in different formats;
4. Team may use external source of data, as long as that data is publicly accessible;
5. Some extra resources provided by partners may be available.

Evaluation

1. Each team will have to publish a project page on the competition area available on the TAIKAI platform at <https://taikai.network/>. Only projects with published pages will be eligible for evaluation;
2. The event will have two evaluation stages:
 1. An intermediary evaluation - It will select the top 15 teams:
 1. This evaluation will be based on the information available for each published project page;
 2. A final evaluation – It will dictate the winning team:
 1. This evaluation will be based on a 4-minute pitch delivered on stage by the top 15 teams;

2. The top 15 teams will only be announced during the final pitch. They will be called one by one on stage. All teams must be ready to pitch;
3. The voting process will happen at TAIKAI. TAIKAI makes full use of decentralization and transparency that blockchain technologies promise, including picking up the winning project of this hackathon.
 1. The intermediary judges will have a number of tokens that will be distributed/invested in the teams they like the most. The selection will be based on the number of tokens each team will collect from intermediary judges;
 2. Some tokens will be distributed among all the participants, right before the final presentations, so that everyone can also be part of the final voting process. A participant won't be able to vote on its own team. Participant's voting power will be smaller when compared to the jury because they will have less tokens.
 3. The winner will be the team that collected more tokens from intermediary judges, final judges and participants;
4. The voting criteria used by our judges will be based on:
 1. Innovation level
 2. Relevance to retail
 3. Developed prototype
 4. Feasibility and reproducibility
 5. Presentation

Prizes

1. The prizes are described on the website and the organisers have the right to replace the prizes up until the day of the event without any warning.
2. No prizes will be distributed if no project is eligible.

Rules of Conduct

1. The organizers aim to provide a creative, fun, cooperative and innovative environment. For this, it is extremely important that each participant acts in a cordial and respectful manner;
2. The consumption of alcoholic beverages will be controlled and limited during event;
3. It is forbidden to smoke or consume similar product in the space where the event will take place. For obvious reasons, it is also forbidden the use of any illegal drugs or medications;

4. The use of obscene language, abusive or threatening behavior towards other participants will not be tolerated;
5. During the event, any activity found to be suspected should be reported immediately to a member of the organization;
6. The organizers reserve the right to expel any participant that does not respect these regulations.

Intellectual Property

1. The participant accepts that all ideas, projects and collaboration between the participants of BIT Hackathon are Intellectual Property of the participant or the team that presents them (the Author);
2. The participant will not use any original idea or its information to generate revenue without the authorization of the Author;
3. The participant agrees to not disclose any information about an original idea or its information without the authorization of the Author;
4. The Intellectual Property and the work developed before, during and after the event belongs to the participant and its team.

Equipment and Commodities

1. The organizers will provide a space for the development of the activities planned for the event;
2. This space will be properly identified during the course of the activity;
3. Participants will be able to use this space during the opening hours of the event;
4. Participants agree that the facilities and infrastructures dedicated to the event will be used exclusively to carry out the activities needed for the event;
5. The teams will have access to Wi-Fi and energy plugs to support the development of the projects. They should bring computers and other equipment that they find relevant;
6. Meals are included in the event.

Personal Information

1. Personal information provided to the organizers will not be shared with third parties;
2. The Slack team and e-mail will be the predominant means of communication used to send information, newsletters and / or announcements;

3. The participant undertakes to cooperate with the organizers by responding to questionnaires and providing comments on the event and the evolution of its project.

Personal Property

1. The organizers are not responsible for the loss or damage to the participant's personal property.

Final Remarks

1. Participation in BIT Hackathon implies acceptance of all the terms of the present regulations;
2. The organizers reserve the right, for reasons of force majeure, to amend the present regulations;
3. All cases not mentioned or not clearly stated in the present regulations shall be assessed and decided by the organizers and / or the Jury, depending on the circumstances.

Last update: 28/05/2019.