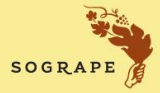


# SOGRAPE IMPACT HACK



## Terms and Conditions

This competition is entitled Sogrape Impact Hack - an Action carried out by Sogrape Vinhos, S.A., with registered office in Rua 5 de Outubro, nº 4527, 4430 – 809, Avintes, under the single registration and taxpayer number 500271615, with a share capital of 73.624.660,00 euros, hereinafter referred to as “Organizer” or “Sogrape”.

This document contains all the basic information and rules of the 2023 edition of Sogrape Impact Hack. It is indispensable that the Participants read the entire document 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.

## Definitions

- **Event / Competition** – Sogrape Impact Hack, composed by an in-person Final event (21<sup>st</sup> September 2023);
- **Organizer** – Sogrape;
- **Participant** – Person accepted by the Organizer to participate in Sogrape Impact Hack, with a team registration;
- **Team** – Group of Participants, that is qualified to participate in the Sogrape Impact Hack if composed by 4-6 members and fulfills the registration and eligibility criteria;
- **Team Representative** – Member of the Team responsible for (1) inviting other Team members to join the Team, (2) being the primary contact with the Organization throughout the Event, including the registration and setup moments;
- **Website** – Official webpage of the event: <https://sogrape.com/sogrape-impact-hack>
- **Mentor** – Domain expert that will be available during the event to help the Teams whenever necessary. He/she will be also responsible for evaluating Team’s projects and do the pre-selection for the Final event (during the Evaluation period);
- **Mentor’s checkpoint** – Intermediate moments in the competition where each Team will have the opportunity to present their on-going work to Mentors that will provide feedback and help as possible (e.g., asking to any doubts the Team might have);
- **Evaluation period** – Pre-selection of the finalist Teams, where Mentors will evaluate Teams’ projects and decide on the projects to be presented in the Final event;
- **Jury** – Evaluation panel responsible for evaluating final projects and select the winning Teams;
- **Author** – The creator of any content during Sogrape Impact Hack;
- **Challenge** – A defined problem will be proposed by the Organizer to be solved by the Team, which involves generating ideas that might reinvent the wine industry, through innovation, for positive impact. Further details about the guide for participants and to the challenge will be duly provided to Team.
- **Project** – Work developed by the Team and which must be submitted for evaluation;
- **Intellectual Property (IP)** – Ideas, projects and content developed by the Participants during the event that address the challenges topics;
- **Confidential Information (CI)** – Any and all information disclosed by Organizer and/or Mentors to the Participant in any form (including written, verbally, electronically, visually, or in any other tangible form, and all copies of any such information), which is identified as, notified as being, or which would be reasonably expected to be confidential or

proprietary to the Organizer.

- **Organizer Email** – The contact of the Organizer for all matters relating to the Participants – [innovation@sogrape.pt](mailto:innovation@sogrape.pt).

## Introduction

1. SOGRAPE IMPACT HACK is a competition organized by Sogrape that addresses a challenge focused on reinventing the wine industry, through innovation, for positive impact.
2. The goal is to develop concrete and creative solutions that contribute to build a more impactful and sustainable world, focused on the Sustainable Development Goals;
3. The target of the event are students and professionals from emerging areas of business, engineering, marketing, design, among others;
4. The competition will happen in-person on the 21<sup>st</sup> of September 2023;
5. More details about the schedule of the Event are available on the Website.
6. Before the end of the competition, Finalists will be selected and announced;
7. The Finalists' Final Presentation will happen at the event. The venue of the Final event is Espaço Casa Ferreirinha;
8. The winning team might be invited, at Sogrape's sole discretion, to proceed with the project after the Event, ensuring its full implementation on the organization supporting the challenge.

## Registration and Eligibility

1. The registration on the event is voluntary;
2. The registration should be performed using the form available through the Website;
3. Only Participants with 18 years or older are allowed to register;
4. Only Participants with a relevant academic background will be eligible. Namely, no high school students will be accepted. All participants must be completing a bachelor's, master's or doctoral degree or have started their professional career no later than 5 years ago.
5. The Participants cannot be employed by Sogrape;
6. The participation in the event is accomplished in teams composed by 4-6 members, which should all meet the criteria established herein;
7. Registration can only be done as a team. A team application that does not meet the aforementioned number of members is not eligible;
8. The Participant acknowledges that the registration and participation in the event is free of any charge.

## Team Registration

1. The registration is valid in case the Team is composed by 4-6 Participants and all the eligibility criteria identified above, are met;
2. The registration process should be accomplished by one of the team members, who acts in representation of all the above team members using the [registration form available through the Website](#). During the registration process, the Team Representative has to invite other team members to join the team and register themselves. The Team Representative shall ensure the accuracy and completeness of the information provided for each team member. Any errors or omissions may impact the validity of the registration process and subsequent activities;
3. The registration of a Team requires:
  - a. The definition of its name. In the case the Team is being created as a representative of an association, community or university, the format “TeamName@Affiliation” should be used (e.g., TeamName@CommunityName). If this is not applicable, the format “TeamName” is enough;
  - b. The determination and announcement of a Team Representative (by default the Team Representative is the team member who submits the application);
  - c. After the form is completed, all the team members will receive an e-mail to confirm the application;
4. The number of registrations is limited. After the maximum number of Teams has been reached, a waiting list will be opened and, in the case of a cancellation, the Teams on the waiting list will be contacted;
5. The registration can be done up to 14<sup>th</sup> September 2023;
6. The selection of Teams will be conducted by Sogrape, considering the following criteria: (i) fit between the background of the Team and the competition goals; (ii) academic experience; (iii) motivation. This information will be obtained from the data provided during the registration;
7. After the selection process, all the team members will receive an e-mail to communicate the verdict on the application (either the Team is selected or not).

## Cancellation Policy

1. The Participant has the right to cancel his/her registration, which should be done by contacting the Organizer at [innovation@sogrape.pt](mailto:innovation@sogrape.pt);
2. In the case of a Team application, if the withdrawal of any Participant results in a number of members smaller than the minimum indicated, the Team is considered disqualified. As an alternative, before the beginning of the competition, the Team can indicate new member(s) to replace the Participant(s) who dropped out – such new members will be required to submit their data and fill the registration form. Their admission to the competition will be assessed by Sogrape, on the same terms as those under which the remaining participants were assessed, upon the submission of their initial application;

## Before the Event

1. After the Participant is accepted, he/she will need to:
  - a. The Team Representative will be asked to confirm the Teams' participation and should reply to the acceptance email within two days;
2. Only after the previous steps have been completed is the participation validated. If the steps are not completed until the 20h30 of the day before the beginning of the event (21st September 2023), the registration is canceled.

## Agenda and Duration of the event

1. The event will occur on the 21st of September 2023, at Espaço Casa Ferreirinha, from 8am to 8pm.
2. More details about the agenda and the program of the Event are available on the [Website](#);
3. The Organizer reserves the right to change the program without any warning.

## Resources

1. The Organizer will provide access to publicly available information on Sogrape's business, so that the Teams can have a better overview of Sogrape's activity;
2. The Teams may use external sources, as long as it complements the information provided by the Organizer and is obtained legally;
3. Other resources might be made available and will be announced closer to the event.

## Competition

1. All the team members must be present at the venue of Sogrape Impact Hack during the whole duration.
2. During the competition, all teams will have access to mentors that can help if necessary.
3. The Organizer will make sure to use all possible effort that all the requirements are met for the good functioning of Sogrape Impact Hack.

## Mentors

1. A Mentor is a domain expert, that will be available during the event to help the Teams whenever necessary;
2. Each Team will have access to a Mentor that will make a close mentoring of the Team;
3. Mentors will be available during Mentor's checkpoints and whenever necessary, by direct arrangement between the Team and the Mentors;
4. Mentors are also responsible to evaluating the Teams' projects and do the pre-selection for the Final event;
5. A Mentor does not evaluate its own Teams;
6. The Evaluation period is separate from Checkpoints and announced in the program;

7. All contacts with Mentors during mentoring and Evaluation period will be leveraged by the Platform.

## Competition

1. Teams can only work on the challenge during the competition period announced in the agenda (21st September 2023);
2. During the competition there will be Mentors' checkpoints where Teams must present their on-going work to Mentors that will provide feedback and help as possible;
3. During checkpoints, Mentors will not evaluate their mentees' Team;
4. The Teams' pre-selection for the Pitch Presentations will occur during the Evaluation period;
5. The time of Mentors' checkpoints, Evaluation period, and other activities will be announced on the agenda of the event.

## Evaluation and Eligibility

1. The Participant and its Team will only have the possibility to present the project developed during the event, and receive an award, if:
  - a. The challenge provided by the Organizer is considered.
  - b. The solution proposed is original and does not violate any intellectual property;
  - c. The Team has complied with the present regulation.

## Pre-selection

1. The goal of the pre-selection is to select six Teams to do the final presentation to a Jury panel selected by the Organizers;
2. The Organization reserves the right to increase the number of finalists presenting the project at the Final event, as long as the quality of the works submitted deserves such arrangement, according to the evaluation criteria defined;
3. There will be one Evaluation period where Mentors will evaluate the Teams' projects and decide on the pre-selection for the Final event;
4. Before presenting their work in the Evaluation period, the Team must e-mail the required deliverables to [innovation@sogrape.pt](mailto:innovation@sogrape.pt), using the template provided by the Organizer;
5. The required deliverables will be announced as soon as possible by the Organizer;
6. The pre-selection will be done based on the quality of the deliverables – the solution must be clearly and concisely documented and presented and Teams must consider the Impact, applicability and creativity of the solution – namely, the problem must be well framed, and the solution must clearly map to tackle one of the identified challenges. Furthermore, the solution must be creative and must have a positive impact at Sogrape wine value chain and is general, scalable and applicable. Additionally, for the solution to be considered by the Organizer, it must correspond to one of the categories: New Consumer, New Products and

New Sustainable Practices of the Challenge: Reinventing the wine industry, through innovation, for positive impact.

## **Final Presentation**

1. There will be six finalists which will present the project to the Jury at the event;
2. Each Team will have to present their work, and there will be questions from the elected Jury;
3. The deliverable must be submitted by the means and time announced by the Organizer during the Event;
4. More information about the evaluation criteria and the expected deliverables will be announced as soon as possible by the Organizer.



## Awards

1. An award will be given to the best three Teams;
  - 1<sup>st</sup> prize: 1.500€ (from which 300€ will be donated to a non-profit NGO);
  - 2<sup>nd</sup> prize: 1.000€ (from which 200€ will be donated to a non-profit NGO);
  - 3<sup>rd</sup> prize: 500€ (from which 100€ will be donated to a non-profit NGO).
2. Organizers have the right to substitute the awards up until the day of the event without any warning;
3. The award will be partially donated to a non-profit organization chosen by the awarded Teams;
4. Each team must choose the non-profit organization to which they wish to donate the amount described above, on the day of the event;
5. The award shall be distributed equally by each Team member;
6. No awards will be distributed if no project is eligible.
7. The prizes are personal and non-transferable and will not be replaced by others or exchanged for money, hence, the acceptance of the prize implies the winner's agreement and willingness to receive it.

## Equipment and Commodities

1. Teams should have their own computers and other equipment that they find relevant to solve the challenge.

## Rules of Conduct

1. The Organizer aims 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 use of obscene language, abusive or threatening behavior towards other Participants will not be tolerated, irrespective of the communication mean (i.e., online or presential);
3. During the event, any activity found to be suspected should be reported immediately to a member of the Organizer, either in-person or by e-mail ([innovation@sogrape.pt](mailto:innovation@sogrape.pt));
4. Any resources made available by the Organizer, physical or not, can only be used in the context of the event;
5. The Organizer reserves 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 the event are Intellectual Property (IP) of 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 not to disclose any information about an original idea or its information without the authorization of the Author;
4. The IP and the work developed before, during and after the event belongs to the Participant and its Team;
5. The participants authorize the Organizer to make use of the messages, images and other creative materials submitted by the participants in the scope of this action, to use, publicize, edit, and publicize such materials, free of charge, for a period of 100 years, on an exclusive, sub-licensable basis, for commercial and non-commercial purposes, throughout the world.

## Personal Information

1. The Organizer adopts best practices for security and protection of personal data in compliance with Regulation (EU) 2016/679 of the European Parliament and of the Council of 27 April on the protection of natural persons with regard to the processing of personal data and on the free movement of such data, as well as national legislation in force ("Data Protection Legislation").
2. The Organizer acts as data controllers for the processing of the personal data of all participants.
3. The collection and processing of personal data is based on the execution of these terms and conditions, in the context of their voluntary and free participation in the event in question and is intended solely for the purpose of enabling participation in this event, as described in these terms and conditions.
4. The personal data subject to registration for the promotional action are the following Preferred First & Last Name, Age, E-mail, Phone Number (including country code), University / Entity / Company, LinkedIn (optional) and education background. This data is necessary for participating in the promotional action and will be processed and stored electronically. Additionally, Sogrape will be capturing images during the event to promote this action across its different internal and external communication channels with regards to the educational objectives of the event.
5. The Controller assures that the processing of personal data shall be carried out to the extent necessary for the pursuit of the purposes described herein, and will be deleted within 5 years after the event.
6. The Controller thus undertakes the commitment to ensure the security and protection of personal data, having adopted the appropriate technical and organizational measures necessary for that purpose, namely: (i) physical entry restrictions to places where personal data storage servers are located; (ii) firewalls, (iii) secure communication via

https protocol (where implemented).

7. The Controller shall ensure the data subject, at any time and without undue delay, the right of access to his/her personal data, as well as its rectification, deletion, portability, limitation, opposition to processing and/or the right to withdraw consent, without such act compromising the lawfulness of the processing carried out on the basis of the consent previously given.
8. To exercise any of these rights, the data subject must write to the address of the head office of the Controller or through the following email [privacy@sogrape.pt](mailto:privacy@sogrape.pt).
9. Requests will be handled with special care so that the effectiveness of the rights of the data subject can be assured. Proof of identity may be requested in order to ensure that personal data is only shared with the data subject.
10. In addition, the data subject will always be able to file a complaint to the national supervisory authority (“Comissão Nacional de Proteção de Dados”) empowered for that purpose.
11. Within the scope of this action, the Controller may use processors for the processing activities described herein, who shall act on behalf of and in accordance with the instructions provided by the Controller(s), in line with the Data Protection Legislation and in a commitment to take the necessary technical and organizational measures to protect personal data against accidental or unlawful destruction or accidental loss, alteration, unauthorized disclosure or access and against all other unlawful forms of processing. In any case, the Controller shall remain responsible for the processing of the personal data.

## Confidential Information

1. The term Confidential Information (CI) means any and all information disclosed by Organizer and/or Mentors to the Participant in any form (including written, verbally, electronically, visually, or in any other tangible form, and all copies of any such information), which is identified as, notified as being, or which would be reasonably expected to be confidential or proprietary to the Organizer;
2. Confidential Information includes any data, documentation for functional specifications, development guidelines, inventions, training materials, third party confidential information, and any information given by the Organizer which is disclosed to the Participant in connection with the event;
3. The Participant may only use CI disclosed to it under these regulations for the sole purpose of the event;
4. The Participant must not disclose any CI to any third party without the express and prior written consent of the Organizer;
5. In case the Participant is authorized by the Organizer to make copies of any CI, he/she shall do it exclusively for the purposes of the Event. All the copied CI, as well as the respective supports, must be eliminated as soon as the competition ends. The Participant can keep no copies of the information;

6. The Participant must not attempt to re-identify any personal information that has been de-identified in the CI.

## **Final Remarks**

1. The participation in the Event implies acceptance of all the terms of the present regulations;
2. The Organizers reserve the right 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.

These terms and conditions were created on 13<sup>th</sup> June 2023 and updated on 14<sup>th</sup> July 2023.