RULES OF THE VETATHON STUDENT INNOVATION COMPETITION (hackathon)

1. **General**
   a) The VETATHON student innovation competition (hereinafter referred as VETATHON) is organized by the University of Veterinary Medicine Budapest (UVMB) and Óbuda University (ÓE).
   b) The competition is among teams of students.
   c) Students with active student status from these two universities can participate in the competition, however one member of each team can attend another university.
   d) The competing teams consist of 4 or 5 or 6 students (including the one from outside UVMB or ÓE).
   e) Each team consists of at least 2-2 members from both UVMB and ÓE.
   f) Maximum 72 students can participate in maximum 12 teams.
   g) The participant student groups' innovative ideas and solutions compete in the topic of 'Animals and the pandemic'.
   h) The competition will be held online.

2. **Registration**
   a) Only those can participate in the competitions who have registered on the VETATHON.tech website in advance.
   b) The competing groups will be formed based on the initiatives of the participants of the meetup held on 18.02.2021. Where the conditions of group forming were not fulfilled at the meetup, the organizers will make suggestions for further members or for forming new groups.
   c) Organizers will suspend registration as they see fit, but not before 22nd February 2021.

3. **The agenda of the competition**
   a) The competition will start at 4 p.m. CET 26th February 2021 (Friday) and end at 4 p.m. CET 27th February 2021 (Saturday).
   b) Team members have to sign in to the MS Teams between 3 pm and 3:30 pm on 26th February.
   c) The competition including the opening ceremony and the pitches for the jury will be available only for registered participants, such as the members of the competitor teams, mentors, members of jury, organizers.
   d) During the competition mentors will help the teams. The different mentors will have expertise in veterinary sciences or engineering or business. The mentors will be available on the 27th February between 17-22 p.m. and on the 28th between 9 a.m.-15 p.m. You will receive the list of mentors and you can invite any of them into your room. Mentors will also visit the teams time to time.
   e) The teams can use any platform and format for their presentation which is compatible with MS Teams.

f) The teams have to upload their presentation to the assigned MS Teams folder until 4 p.m. Saturday.

g) The evaluation of the results by the jury will take place immediately after the 24 hours competition.

h) From 4 p.m. Saturday the teams (or the appointed speaker of each team) will deliver their maximum 5 minutes pitch. The order of the teams will be defined by draw. The jury will have the opportunity to ask questions of the teams.

i) The teams ranked first, second and third will be awarded prizes and awards.

j) After the evaluation, the award ceremony will be broadcast publicly on the internet, from 5:30 p.m. therefore open for any viewer. In the award ceremony the first three teams will have the opportunity to present their ideas and solution in a shorter (3 minutes pitch) sharing only the information which they think will not harm confidentiality and possible future research, development, use or sale.

k) The ideas, solutions and the intellectual property created by the teams will be protected: all of the participants (including the members of the teams, mentors, members of jury, organizers) will sign a non-disclosure agreement.

l) Since both Hungarian and international students participate in the competition, the primary language of the event is English: all of the competing teams have to present their ideas and solutions in English at the end of the 24 hours.

4) **Evaluation, prizes**
   a) The solution of the competition will consist of the following items:
      1) A document (PPT/Prezi) describing the problem, the solution and the market usability.
      2) A maximum 5 minutes pitch that has to focus on the advantages of the solution, application possibilities and uniqueness. (Mentors will help in the preparation.)
      3) Any breadboard type hardware or software demonstration, visual design, UX. (not compulsory).
   b) Evaluation criteria:
      1) uniqueness, innovation content (20 points)
      2) feasibility (10 points)
      3) potential to use (10 points)
      4) presentation (10 points)
   c) The jury will consist of representatives of the two universities and those of the sponsors of the competition.
   d) In case of draw or very close results, the jury will take into consideration the opinion of the mentors regarding the evaluation of the level of team-work of the individual teams.
   e) There is no appeal against the decision of the jury and the organizers reserve the right of split prizes.
   f) As a prize winner of VETATHON you will get the opportunity to participate on professional trips abroad, or receive valuable in-kind prizes. Furthermore, if you want to continue to develop your idea, you can receive mentoring services.
   g) The prizes cannot be exchanged for money.

5) **Communication**
   a) The organizers share the information of the competition with the participants by email (given in the registration form), on the VETATHON.tech website, on the VETATHON Facebook page and on Microsoft Teams (MS Teams) channel.
   b) During specific periods within the 24 hours competition mentors of various expertise will help the teams.

6) **Tools, equipment**
   a) Any tools, equipment, source of information, software to be used during the competition has to be provided by the registered participants and must be legal.
   b) Those teams that would like to build some sort of hardware based breadboard, test solution, demo applications can get a basic kit of Arduino and some sensors from the Dean's Office at ÓE Neumann Faculty. A note sent in advance about this need is required.

7. Disclaimer

In no event will organizers and sponsor be liable to you for any direct, special, incidental, exemplary, punitive or consequential damages (including loss of use, data, business or profits) arising out of or in connection with your participation in the hackathon. The hackathon is subject to Hungarian laws and regulations and municipal regulations.