

MICROSOFT HACK TOGETHER: THE MICROSOFT FABRIC GLOBAL AI HACK CONTEST

OFFICIAL RULES

1. SPONSOR

These Official Rules (“Rules”) govern the operation of the Microsoft Hack Together: The Microsoft Fabric Global AI Hack Contest (“Contest”). Microsoft Corporation, One Microsoft Way, Redmond, WA, 98052, USA, is the Contest sponsor (“Sponsor”).

2. DEFINITIONS

In these Rules, “Microsoft,” “we,” “our,” and “us” refer to Sponsor and “you” and “yourself” refers to a Contest participant, or the parent/legal guardian of any Contest entrant who has not reached the age of majority to contractually obligate themselves in their legal place of residence. “Team” and “Teams” refers to a group of up to three (3) Contest participants working together to produce a single entry. By entering you (your parent/legal guardian if you are not the age of majority in your legal place of residence) agree to be bound by these Rules.

3. ENTRY PERIOD

The Contest starts at 12:00 a.m. Pacific Time (PT) on February 15, 2024, and ends at 11:59 p.m. PT on March 3, 2024 (“Entry Period”).

4. ELIGIBILITY

To enter, you must be eighteen (18) years of age or older. If you are eighteen (18) years of age or older but have not reached the age of majority in your legal place of residence, then you must have consent of a parent/legal guardian.

Before entering, you must form a Team comprised of one (1) Team Leader and two (2) additional Team Members. There is a maximum of three (3) people per team – one (1) Team Leader and two (2) Team Members.

Employees and directors of Microsoft Corporation and its subsidiaries, affiliates, advertising agencies, and Contest Parties are not eligible, nor are persons involved in the execution or administration of this promotion, or the family members of each above (parents, children, siblings, spouse/domestic partners, or individuals residing in the same household). Void in Cuba, Iran, North Korea, Sudan, Syria, Region of Crimea, Russia, and where otherwise prohibited by law.

5. HOW TO ENTER

To create an entry, you or your Team must:

- a. Visit the contest repo at <https://aka.ma/fabricaihack> and register yourself or your team to participate in the Microsoft Fabric Global AI HackTogether event by completing this registration form: <https://aka.ms/hacktogether/fabric-ai/register>
- b. Create a solution that utilizes AI in combination with Microsoft Fabric Features
- c. Document the solution by posting steps to reproduce along with an explanation of the solution in an open-source repository on GitHub
- d. Record a video demonstration of your solution

- e. Complete the project submission process which will require a web link to your project's GitHub repo and a web link to the recorded video demonstration of your project by using the provided content submission template located at <https://aka.ms/fabric-ai/submit>

To submit an entry, visit the Contest website at <https://ideas.fabric.microsoft.com/> and follow the instructions to register and submit your entry.

The entry limit is one (1) per person/Team overall. Any attempt by you to obtain more than the stated number of entries by using multiple/different accounts, email addresses, identities, registrations, logins, or any other methods will void your entries and you may be disqualified. Use of any automated system to participate is prohibited. Team Leaders may only provide individual Team Member's personal data to Microsoft in accordance with Section 13 (Privacy) below.

We are not responsible for excess, lost, late, or incomplete entries. If disputed, entries will be deemed submitted by the "authorized account holder" of the email address, social media account, or other method used to enter. The "authorized account holder" is the natural person assigned to an email address by an internet or online service provider, or other organization responsible for assigning email addresses.

6. ELIGIBLE ENTRY

To be eligible, an entry must meet the following content/technical requirements:

- Your entry must be your own original work; **and**
 - *Please note the video portion of your entry must be solely the work of you or your Team, including but not limited to, the actual filming, editing, graphic design, etc. of the video.*
- Your entry cannot have been selected as a winner in any other contest; **and**
- You must have obtained all consents, approvals, or licenses required for you to submit your entry; **and**
- To the extent that entry requires the submission of user-generated content such as software, photos, videos, music, artwork, essays, etc., entrants warrant that their entry is their original work, has not been copied from others without permission or apparent rights, and does not violate the privacy, intellectual property rights, or other rights of any other person or entity. You may include Microsoft trademarks, logos, and designs, for which Microsoft grants you a limited license to use for the sole purposes of submitting an entry into this Contest; **and**
- Your entry may NOT contain, as determined by us in our sole and absolute discretion, any content that is obscene or offensive, violent, defamatory, disparaging, or illegal, or that promotes alcohol, illegal drugs, tobacco or a particular political agenda, or that communicates messages that may reflect negatively on the goodwill of Microsoft; **and**
- The video portion of your entry must be no more than five (5) minutes in length; **and**
- The video portion of your entry must include the following content:
 - A demonstration of your entry;
 - A description of your experience using AI to build your entry;
 - An explanation of why you choose to create the entry that you did; and
 - An answer to the question: "How did AI help you build this solution?"

7. USE OF YOUR ENTRY

We are not claiming ownership rights to your Submission. However, by submitting an entry, you grant us an irrevocable, royalty-free, worldwide right and license to use, review, assess, test and otherwise

analyze your entry and all its content in connection with this Contest and use your entry in any media whatsoever now known or later invented for any non-commercial or commercial purpose, including, but not limited to, the marketing, sale or promotion of Microsoft products or services, without further permission from you. You will not receive any compensation or credit for use of your entry, other than what is described in these Official Rules.

By entering you acknowledge that we may have developed or commissioned materials similar or identical to your entry and you waive any claims resulting from any similarities to your entry. Further you understand that we will not restrict work assignments of representatives who have had access to your entry, and you agree that use of information in our representatives' unaided memories in the development or deployment of our products or services does not create liability for us under this agreement or copyright or trade secret law.

Your entry may be posted on a public website. We are not responsible for any unauthorized use of your entry by visitors to this website. We are not obligated to use your entry for any purpose, even if it has been selected as a winning entry.

8. WINNER SELECTION AND NOTIFICATION

Pending confirmation of eligibility, potential prize winners will be selected by Microsoft or their Agent or a qualified judging panel from among all eligible entries received based on the following judging criteria:

- 25% - 1. Alignment with hackathon category - Does the solution fit into one or more of the three Hackathon Categories (Best Real-World AI application built with Microsoft Fabric, Best use of Microsoft Fabric + Azure OpenAI, Best use of Copilot for Microsoft Fabric)
- 25% - 2. Innovation / Impact - Does the solution have real-world relevance? Does the solution solve a clearly defined problem that could be beneficial to others?
- 25% - 3. Documentation / Reproducibility – Is the solution clearly documented in a GitHub repo that makes it easy for other to follow along and reproduce your solution? Is a video demonstration included in the submission?
- 25% - 4. Video Demonstration – Does the project submission include a link to a video demonstration of the solution in action? Does the video clearly depict the solution's use of Microsoft Fabric features and capabilities and demonstrate how the solution makes use of artificial intelligence?

Winners will be selected within seven (7) days following the Entry Period from among all eligible entries received. In the event of a tie between any eligible entries, an additional judge will break the tie based on the judging criteria described above. The decisions of the judges are final and binding. If we do not receive enough entries meeting the entry requirements, we may, at our discretion, select fewer winners than the number of Contest Prizes described below. If the winner is a Team, the Prize will be awarded to the Team Leader, who will be responsible for distributing it among the rest of the Team Members.

Winners (or the Team Leaders of the winning Teams) will be notified via the contact information provided during entry no more than seven (7) days following judging with prize claim instructions, including submission deadlines. If a selected winner or Team Leader cannot be contacted, is ineligible, fails to claim a prize or fails to return any forms, the selected winner will forfeit their prize and an alternate winner will be selected time allowing. If you are a potential winner and you are eighteen (18) or older but have not reached the age of majority in your legal place of residence, we may require your

parent/legal guardian to sign all required forms on your behalf. Only three (3) alternate winners will be selected, after which unclaimed prizes will remain unawarded.

9. PRIZES

The following prizes will be awarded:

One (1) Grand Prize. The Grand Prize winning team will receive a Prize Package consisting of the following items:

- Up to three (3) passes to attend the Microsoft Fabric Community Conference*. Approximate Retail Value (ARV) \$1,849.00 USD each.
- Up to \$500 USD per team member, to be awarded in accordance with Section 10 (Participation Gratuity Options). Approximate Retail Value (ARV) \$500 each.
- Up to three (3) Microsoft Fabric SWAG packages - hoodie and blanket. Approximate Retail Value (ARV) \$80.00 USD each.

The total Approximate Retail Value (ARV) of this Package is between \$ 2,429.00 USD and \$3,429.00 USD.

*Note: Conference passes include admission only. Airfare, hotel, or any other related travel costs are the sole responsibility of the winner.

Three (3) First Prizes. The First Prize winning team will receive a Prize Package consisting of the following items:

- Up to \$500 USD per team member, to be awarded in accordance with Section 10 (Participation Gratuity Options). Approximate Retail Value (ARV) \$500 each.
- Up to three (3) Microsoft Fabric SWAG packages - hoodie and blanket. Approximate Retail Value (ARV) \$80.00 USD each.

The total Approximate Retail Value (ARV) of this Package is \$580.

The ARV of electronic prizes is subject to price fluctuations in the consumer marketplace based on, among other things, any gap in time between the date the ARV is estimated for purposes of these Official Rules and the date the prize is awarded or redeemed. We will determine the value of the prize to be the fair market value at the time of prize award.

The total Approximate Retail Value (ARV) of all prizes is between **\$4,169.00 USD and \$5,169.00 USD.**

We will only award one (1) prize package per person/Team during the Entry Period. No more than the stated number of prizes will be awarded. No substitution, transfer, or assignment of prize permitted, except that Microsoft reserves the right to substitute a prize of equal or greater value in the event the offered prize is unavailable. Except for applicable manufacturer's limited warranties and any rights you may have under your local laws, Microsoft products awarded as prizes are awarded "AS IS" and WITHOUT WARRANTY OF ANY KIND, express or implied (including any implied warranty of merchantability or fitness for a particular purpose); you assume the entire risk of quality and performance, and should the prizes prove defective, you assume the entire cost of all necessary servicing or repair. This is so even if the Microsoft product mentions a warranty on its packaging, in a manual, or in marketing materials; no warranty applies to Microsoft products awarded as prizes. Microsoft does not give any warranty of any kind, express or implied (including any implied warranty of

merchantability or fitness for a particular purpose) on products made by a company other than Microsoft that are awarded as prizes. Please contact the manufacturer to see if it is covered by that company's warranty.

Prizes will be sent no later than twenty-eight (28) days after winner selection. Prize winners may be required to complete and return prize claim and/or tax forms ("Forms") within the deadline stated in the winner notification. Taxes on the prize, if any, are the sole responsibility of the winner, who is advised to seek independent counsel regarding the tax implications of accepting a prize. By accepting a prize, you agree that Microsoft may use your entry, name, image and hometown online and in print, or in any other media, in connection with this Contest without payment or compensation to you, except where prohibited by law.

10. PARTICIPANT GRATUITY OPTIONS

a. For US Based Participants:

- i. **Digital Visa Card** – Digital Visa cards can be sent by email and redeemed at any online retailer where Visa cards are accepted. Digital Visa cards should arrive within twenty-four (24) hours. Digital Visa cards will expire within twelve (12) months of being issued.
- ii. **Amazon Gift Card** – Virtual Amazon gift cards can be emailed out to participants. Virtual Amazon gift card payments should arrive within twenty (20) minutes of being sent.

b. For International Participants (based outside the US):

- i. **Digital Visa** – Digital Visa can be sent by email and redeemed at any online retailer where Visa or Mastercards are accepted. Digital Visas will expire within twelve (12) months of being issued. **Unfortunately, digital Visa are not available for the following regions: Albania, India, Serbia, and Dominican Republic.***
- ii. **Digital Mastercard** – Digital Mastercards can be sent by email and redeemed at any online retailer where Mastercards are accepted. Digital Mastercards will expire within twelve (12) months of being issued. **Unfortunately, digital Mastercards are not available for the following regions: Albania, India, Rwanda, Serbia, Thailand, and Dominican Republic.***
- iii. **Amazon Gift Card** – Virtual Amazon gift cards can be emailed to international participants based in Canada, UK, Germany, Austria, Luxembourg, Netherlands, Poland, Spain, France, Italy and Japan. International participants located outside of these regions would not be able to receive a Virtual Amazon gift card. Virtual Amazon gift card payments should arrive within twenty (20) minutes of being sent.

* The following fees may apply for international Visa or Mastercard gratuities:

| Fee | Description |
|----------------------------|--|
| Currency Conversion | If a cardholder makes a transaction on their card in a currency other than the issued currency, there is a two percent (2%) currency conversion fee imposed by the card provider |
| Reissuance | If a cardholder needs to have their card reissued for any reason, they will be charged a fee of \$12.95 USD for USD, or \$10.00 USD for EUR, GBP, or CAD |
| Physical Cards | In some regions, recipients have the option to select a physical card, if chosen, there is a fee deducted from the card's balance, which varies per regions |

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| Additional Currencies | While there is no fee for virtual cards sent in USD, CAD, EUR, and GBP, there are fees to send rewards in other currencies, such as INR (\$5.00/reward). |
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Unfortunately, due to local payment laws, Sponsor is unable to provide any gratuity options to participants residing in the following regions: Uganda, Myanmar, Liberia, Haiti, Pakistan, Russia, Belarus, Burkina Faso, and Commonwealth of Dominica

11. ODDS

The odds of winning are based on the number of eligible entries received.

12. GENERAL CONDITIONS AND RELEASE OF LIABILITY

To the extent allowed by law, by entering you agree to release and hold harmless Microsoft and its respective parents, partners, subsidiaries, affiliates, employees, and agents from any and all liability or any injury, loss, or damage of any kind arising in connection with this Contest or any prize won.

All local laws apply. The decisions of Microsoft are final and binding.

We reserve the right to cancel, change, or suspend this Contest for any reason, including cheating, technology failure, catastrophe, war, or any other unforeseen or unexpected event that affects the integrity of this Contest, whether human or mechanical. If the integrity of the Contest cannot be restored, we may select winners from among all eligible entries received before we had to cancel, change or suspend the Contest.

If you attempt or we have strong reason to believe that you have compromised the integrity or the legitimate operation of this Contest by cheating, hacking, creating a bot or other automated program, or by committing fraud in any way, we may seek damages from you to the full extent of the law and you may be banned from participation in future Microsoft promotions.

13. PRIVACY

Team Leaders will not provide any individual Team Member's personal data to Microsoft except as explicitly requested by Microsoft, and then only after notifying Team Members that their personal data will be submitted to Microsoft in connection with the Sweepstakes. Team Leaders will not include any individual Team Member's personal data in the information or submissions they provide to Microsoft in connection with the Sweepstakes.

Personal data you provide while entering this Contest will be used by Microsoft and/or its agents and prize fulfillers acting on Microsoft's behalf only for the administration and operation of this Contest and in accordance with the [Microsoft Privacy Statement](#).

14. GOVERNING LAW

This Contest will be governed by the laws of the State of Washington, and you consent to the exclusive jurisdiction and venue of the courts of the State of Washington for any disputes arising out of this Contest.

15. WINNERS LIST

Send an email to pdecarlo@microsoft.com with the subject line “Hack Together: The Microsoft Fabric Global AI Hack Contest winners” within thirty (30) days of March 3, 2024 to receive a list of prize winners.