

cst[®] Hackathon

April 1-2, 2023

Unleashing Creativity Through Code

Rules and Regulations

Art. 1 – Project Description

CST Hackathon is a 24-hour competition organized by Cornerstone Technologies. This exciting event brings together talented individuals from the tech industry to collaborate, innovate, and develop solutions for real-world problems.

Participants have the opportunity to showcase their skills and ideas to a panel of industry experts, with the chance to win valuable prizes. The Hackathon will take place on April 1-2, 2023, simultaneously in Bucuresti, Brasov, and Constanta, allowing participants from all over the country to get involved.

Whether you're a developer or a student, CST Hackathon is the perfect opportunity to test your skills and make a real impact in the tech industry.

Art. 2 – Organizers

1. The organizer of the competition is Cornerstone Technologies SRL. Cornerstone Technologies is committed to supporting individuals around the world in overcoming their technological obstacles. Founded in 1998 by a group of visionary individuals, our organization has since expanded globally and has provided assistance to people in over 20 countries. Our mission is to provide assistance while upholding the highest standards of business excellence.
2. The organizers reserve the right to modify these rules or other aspects of the competition, with the understanding that they must inform the public of these changes through informative posts on the event's Facebook page (<https://www.facebook.com/events/954049315489708>) and website (<https://hackathon.cst.ro>).
3. The organizers are responsible for taking measures to ensure the safety of participants in the competition space and communicating them to participants. The organizers are not responsible for activities outside the event space. In the event that a participant or team does not adhere to the rules communicated at the start of the competition, the organizers reserve the right to disqualify them from the competition without prior warning, to the extent that the violation endangers the safety of participants or the rules of the event.

Art. 3 – Registration

1. The deadline for registration in the competition is March 15, 2023.
2. Participation is free.
3. Registration is open to all, regardless of experience level, gender, or geographic location.
4. The minimum age to participate is 18 years old.
5. Judges and CST employees are not eligible to participate.
6. Registration is done through the form published on our website (<https://hackathon.cst.ro/enroll.html>), published on all social media pages of the event.
7. Teams must be composed of a minimum of 2 and a maximum of 5 members.
8. The number of participants in the CST Hackathon is limited to 60 people.
9. The form will be completed by one member of the team, who will also need to provide personal details of their teammates.
10. The registration period may be modified if the organizers decide to do so.
11. After the registration period, the organizers will contact the registered teams to confirm their participation in the CST Hackathon.
12. The organizers reserve the right to close registrations earlier than the announced date if the maximum number of possible participants is reached.
13. Each participant will sign a GDPR agreement.

Art. 4 – Conduct of the Hackathon

1. Participants must present a form of identification at the beginning of the project.
2. During the event, consulting different materials or helpful sources is allowed, but participants must highlight their personal contributions to the project.
3. Project development can only begin on the date established during the event. Failure to comply with this rule will result in automatic disqualification from the competition.
4. Any software development tools, IDEs, or programming languages can be used as long as they comply with the given theme and are accessible to all participants.
5. The authenticity of source codes will be checked using GitHub/GitLab. Participants will be requested to upload the source code to the platform for verification.
6. Each team is responsible for its project, with the organizers serving as support throughout the event.
7. In developing applications, the code of conduct rules will be respected. For example, any racist, insulting, or defamatory remarks will lead to automatic disqualification.
8. The working time duration will be announced at the beginning of the event. This will include an interval dedicated to checking the configuration environment.
9. The project must comply with the proposed theme and the challenge defined at the start of the competition.
10. Participants will be provided with food, coffee, and water by the organizers throughout the hackathon, as well as access to a relaxation area.

11. Current sanitary regulations will be respected, and disinfection points will be provided throughout the project area.
12. Collaboration between teams or sabotage between them is strictly prohibited.
13. The organizers will not provide computing equipment (laptop/PC/MAC) or software programs during the competition, so they must be procured by the participants.
14. The project must comply with the proposed theme and the challenge defined at the start of the competition.
15. The prizes will be distributed among the members of the winning teams

Art. 5 – Judging

1. The projects will be evaluated based on the quality of the work. The following criteria will be used to judge the projects:
 - Creativity: the developed idea should be original.
 - Innovation: it should bring something new to the market, a new product, or a significant improvement of an existing one.
 - Social Impact: the developed idea can have an impact on society or be a solution to a problem in everyday life.
 - Technology: how technically impressive is the project? Was the technical problem addressed by the team difficult? Was an intelligent approach used or were different components used? Is the code easy to understand and modify?
 - Design: did the team focus on the user experience? How well is the interface built?
 - Completion: does the project work? Did the team achieve all the proposed objectives?
 - Teamwork: collaboration within the team.
 - These criteria will guide the judges, but they have the freedom to make decisions based on their experience to determine which projects are impressive or deserve more recognition.
2. Participants are required to be present during the judging stage.
3. The teams will be ranked based on their presentations (pitching), technical demo, and progress throughout the event, which they will present to the judges.
4. The presentations will be built based on a structure provided by the project team. Each team will have to support its presentation, and both the judges and participants will have the opportunity to ask questions to team members during the allocated time.
5. After the presentation session, the judges will deliberate, create a ranking, and then announce the results during the award ceremony.
6. Prizes:
 - 1st place - 1500 euros
 - 2nd place - 1000 euros
 - 3rd place - 500 euros
 - 3 special prizes - 100 euros each

- raffle - an object worth 200 euros.
- 7. Special prizes will be awarded in case the jury is impressed by a particular aspect of the developed solution.
- 8. The prizes will be awarded to the participants by bank transfer. Taxes are borne by the winners.

Art. 8 - Intellectual Property

1. CST holds the copyright to the materials created (images, audio, video) developed during or as a result of participating in the Hackathon.
2. The intellectual property of the solutions developed in the hackathon contest belongs to the teams that proposed them.
3. The organizers assume no responsibility if the projects created as a result of the contest use content elements (texts, images, source codes, etc.) that violate copyright. The entire responsibility belongs to the person who created the work.

Art. 9 - Special Mentions

1. By participating in the contest, the participants agree to be recorded on video and/or audio and/or photo during the contest and for their photos and/or video and/or audio recordings to be made public on the media channels of the contest.
2. The CST Hackathon will be conducted in accordance with the provisions of this regulation. The terms and conditions of the regulation presented in this document are mandatory for all participants in the contest.