



OFFICIAL RULES

ENTRY IN THINKBIG CHALLENGE CONTEST CONSTITUTES YOUR ACCEPTANCE OF THESE OFFICIAL RULES.

The ThinkBIG Challenge administered by ThinkSTEAM Inc. is designed to challenge eligible girls to artistically explore the importance of STEM. Use your imagination and creativity to create a 2-3 minute video/commercial inspiring girls to enter STEM fields and/or how this can be done through the arts. The choice is up to you: sing, act, dance, or just speak—but make sure it is appropriate for all ages. Judges shall choose the winning entries, and prizes shall be awarded in accordance with these Contest Official Rules. The definitions in these Rules shall apply equally to the singular, plural, active and passive forms of the terms defined.

To be eligible to participate, you must identify as a female between the ages of 8 and 14.

AGREEMENT: In order to enter the Contest, you must agree to the Rules. Therefore, please read these Rules prior to entry and Submission (as defined below) to ensure you understand and agree. You agree that Submission in the Contest constitutes agreement to these Rules. These Rules form a binding legal agreement between you and ThinkSTEAM Inc.

ELIGIBILITY: To be eligible to participate, you must identify as a female between the ages of 8 and 14. The Contest is open to Individual or Teams of two (2) or three (3). Each student participating either in a Team or as an Individual must have obtained a parent's or legal guardian's prior permission. Students must get permission from their parents or legal guardians to enter the Contest and each parent or legal guardian shall execute a student release. Each student is allowed to be on only one entry during the Contest Period. All applicable federal, state and local laws and regulations apply.

CONTEST PERIOD: The Contest begins on March 1st, 2018 with the beginning of the Submission Period (as defined below) and ends on August 15th, 2018 with the announcement of the Individual and Team Winners as defined below. All dates are subject to change.

- Registration & submission period: Begins on March 1st, 2018 and ends on August 15th, 2018 at 11:00 p.m. EST.
- Judging for the various winners will be held from August 15th, 2018 to September 15th, 2018
- Winners Notified: September 20th, 2018.

HOW TO ENTER: NO PURCHASE NECESSARY TO ENTER OR WIN. To enter the Contest, please register in the Junior or Senior divisions during the Submission Period. The Contest Site provides instructions and requirements for submissions, in addition to the requirements listed below. All Submissions shall adhere to the Content Restrictions (as explained below).

Register in the junior or senior division at <http://thinksteam4girls.org/thinkbig-challenge>.

- Juniors - Ages 8-10
- Seniors - Ages 11-14
- If a group has participants in both of these age groups, register the group in a particular division based on the average of the participants' ages.
- Use your imagination and creativity to create a 1-4 minute video/commercial inspiring girls to enter STEM/STEAM fields. The choice is up to you: sing, act, dance, or just speak—but make sure it is appropriate for all ages.

Content Restrictions: The Submission must NOT contain:

- Nudity, lewd or vulgar behavior.
- Material that violates or infringes another's rights, including but not limited to privacy, publicity or intellectual property rights, including but not limited to copyright patent, trademark, trade secret infringement or other proprietary right of any party.
- Brand names or trademarks.
- Material that is hateful, tortuous, defamatory, slanderous or libelous.
- Material that promotes bigotry, racism, hatred or harm against any group or individual or promotes discrimination based on race, sex, religion, nationality, disability, sexual orientation or age.
- Material that is unlawful, in violation of, or contrary to the laws or regulations in any state where the video is created.
- Material that interferes with the functioning of any services of other parties.
- Material not suitable for persons under 13, including graphic depictions of violence or age- inappropriate language.
- Gambling application or sites.
- Material that includes content that is deemed inappropriate, indecent, obscene or otherwise does not comply with the Content Restrictions, as determined by Contest Administrator in its sole discretion.

Failure of any Submission to comply with the above restrictions (collectively, the “**Content Restrictions**”), as determined by ThinkSTEAM Inc. in its sole discretion, shall result in disqualification. ThinkSTEAM Inc. does not accept any responsibility for Submissions lost, delayed, damaged, defaced, or mislaid, howsoever caused. All Submissions shall be deemed made by the Team at the time of entry. Once a Submission is made, teams may not make any alterations.

JUDGING: Each Submission shall be evaluated and scored based on the creativity, clarity and originality. Determinations of judges are final and binding.

PRIZES: Please check contest website for Awards.

INTELLECTUAL PROPERTY RIGHTS: As between ThinkSTEAM Inc. and the contest participant(s), the contest participant(s) retains ownership of all intellectual and industrial property rights (including moral rights) in and to the Submission. As a condition of entering into the Contest, the Individual or the Team grants ThinkSTEAM Inc. a perpetual, irrevocable, worldwide, transferable, royalty-free, and nonexclusive license to use, reuse, publish, republish, modify, edit, repurpose, reproduce, distribute, sell, disclose, publicly perform, create a derivative work from and publicly display Student's opinions, name, photograph, likeness, Submissions, ideas, or other materials provided by the individual or Team in whole or in part, without prior review, in all media , whether now known or later developed, and, including but not limited to, for the purposes of promotion, marketing or advertising without any notice or obligation of further compensation to the Individual or the Team (and legal guardians) or any and all claims, demands, or causes of action that the Individual or the Team (and legal guardians) might assert in connection with the above use or uses by ThinkSTEAM Inc. Submissions shall not be returned.

PUBLICITY: By entering the Contest, Individual or the Team agree to participate in any media or promotional activity resulting from the Contest as reasonably requested by ThinkSTEAM Inc. and agree and consent to use of their name and/or likeness by ThinkSTEAM Inc. The Submission may also be used for press and media purposes (including events and activities related to this

Contest) and Individual or the Team agrees to waive any rights and not assert any intellectual property rights that Individual or Team has or may have in the Submission. ThinkSTEAM Inc. reserves the right to publish the name and likeness of the Individual or Teams on the Contest Site or through other media for publicity purposes.

WARRANTY AND INDEMNITY: Individuals or Teams warrant that their Submissions are their own original work and, as such, they are the sole and exclusive owner and rights holder of the submitted Submission and that they have the right to submit the Submission in the Contest and grant all required licenses. Each Individual or the Team agrees not to submit any Submission that: (a) infringes any third party proprietary rights, intellectual property rights, industrial property rights, personal or moral rights or any other rights, including without limitation, copyright, trademark, trade names, industrial designs, patent, trade secret, privacy, publicity or confidentiality obligations; or (b) otherwise violates applicable state, federal, or local law. To the maximum extent permitted by law, participants agrees to defend, indemnify and hold harmless ThinkSTEAM Inc. from and against any and all claims, actions, suits or proceedings, as well as any and all losses, liabilities, damages, costs and expenses (including reasonable attorneys' fees) arising out of or accruing from; (i) any Submission or other material uploaded or otherwise provided by Individual or the Team that infringes any copyright, trademark, trade secret, trade dress, patent or other intellectual property right of any person or defames any person or violates their rights of publicity or privacy; (ii) breach of any warranty set forth herein; (iii) any misrepresentation made by Individual or the Team in connection with the Contest; (iv) any non-compliance by Individual or the Team with these Rules; (v) claims brought by persons or entities other than the parties to these Rules arising from or related to Individual or Team's involvement with the Contest; (vi) acceptance, possession, misuse or use of any prize or participation in any Contest-related activity or participation in the Contest; (vii) any malfunction or other problem with the Contest Site in relation to the Submission and participation in the Contest by Team; (ix) any error in the collection, processing, or retention of Submission or voting information in relation to the Submission and participation in the Contest by Team and in the voting process by consumers; or (x) any typographical or other error in the printing, offering or announcement of any prize or winners in relation to the Submission and participation in the Contest by Team.

ELIMINATION: Any false information provided within the context of the Contest by Individual or the Team concerning identity, mailing address, telephone number, email address, ownership of right or non-compliance with these Rules or the like may result in the immediate elimination of the Individual or Team from the Contest.