

## Rules and Regulations

### 1. THE COMPETITION

- 1.1. Code Rush is an annual coding competition for students in 3rd to 8th grade hosted by CodeMonkey Studios, a game-based learning environment where students learn to code in real programming languages (“**CodeMonkey Software**”).
- 1.2. Code Rush is made up of two parts - a warm-up period and a competition period. During the warm-up period, students will be able to solve the first two parts (145 coding challenges) of Coding Adventure, an the award-winning coding course where students use code to help a monkey catch bananas. The challenges solved during this period will serve as practice and therefore, will not be scored. During the competition itself, teams will compete with one another to gain the highest score as they solve 67 never-before-seen Space Monkey challenges. These challenges will be scored and periodically open up over a span of two weeks.
- 1.3. The challenges during the warm-up and competition periods will cover universal coding concepts such as objects, functions, simple loops, variables, arrays and for-loops. You can also expect to improve your student’s problem-solving skills, analytical thinking, teamwork skills, generalization and abstraction of problems, ability to find similarities and differences between problems, pattern recognition, object-oriented thinking and independent working skills. Students will use and learn the programming language CoffeeScript, a multi-purpose language that is similar to English in its syntax.
- 1.4. Registration is open from **January 15th-March 11th, 2019**. During this period, registered teams are encouraged to sharpen their coding skills and prepare for the competition by completing Coding Adventure Part I and II (145 total challenges). These challenges are not counted towards the team score, however their completion is recommended to help students perform better during the competition challenges.
- 1.5. The Code Rush competition will officially begin on **March 12th, 2019**. On this day, the first 35 Space Monkey challenges will open up. On **March 19th**, they will close and the other 32 Space Monkey challenges will open. On **March 26th**, at 6:00pm PST, Code Rush will end and the challenges will be locked. Winners will be announced on **April 2nd, 2019**.

### 2. ELIGIBILITY

- 2.1. Code Rush is open only to those who sign up [on the Code Rush page](#). Participating students must be in either 3-5th grade or 6-8th grade as of the date of entry. Code Rush is only open to legal residents of the United States and Canada, and is void where prohibited by law. Employees of CodeMonkey, its affiliates, subsidiaries, advertising and promotion agencies, and suppliers, (collectively the “**Employees**”), and immediate

family members and/or those living in the same household of Employees are not eligible to participate in Code Rush. Code Rush is subject to all applicable federal, state, and local laws and regulations.

- 2.2. By participating, each Team Leader agrees to be fully and unconditionally bound by these Rules. Registration may only be carried out by the Team Leader, as defined in Section 4.1.2 below. By registering, such adult represents and warrants that all team members meet the eligibility requirements. In addition, you agree to accept the decisions of CodeMonkey as final and binding as it relates to the content of Code Rush.
  - 2.3. To participate, you need to build a team of 8-10 students, from 3rd to 5th or 6th to 8th grade. Your team will then begin its quest to solve as many CodeMonkey challenges as possible and earn star points.
  - 2.4. Participation in Code Rush does not require any prior purchase of the CodeMonkey Software. Purchase of the CodeMonkey Software will not improve your chances of winning, except insofar as familiarity with the CodeMonkey Software may assist an experienced users to obtain better scores in the challenges, as further described in Section 5 below.
3. Students are hereby prohibited from registering to Code Rush with more than one team. Duplicate registration of a single student may result in the disqualification of both teams.
- Schools Responsibilities.**

- 3.1. As a Team Leader, wishing to use the Service for the benefit of your students, and wanting to allow your students to enter the competition, please ensure that you comply with the following guidelines and instructions:
  - 3.1.1. You are responsible to open and maintain the accounts for your students. Do not provide any of your students' personal information (e.g. full name) when creating their accounts.
  - 3.1.2. By participating on Code Rush, you expressly grant, and you represent and warrant that you have all rights necessary to grant to us a non-exclusive, royalty-free, worldwide license, during the term of Code Rush, to use, transmit, distribute, modify, reproduce, display, create derivative works of, and store the student's data (and all user content), as detailed in these Terms, and specifically, for the purposes of (i) providing the Service as contemplated in these Terms, and (ii) enforcing our rights hereunder.
  - 3.1.3. CodeMonkey does not collect personal information regarding children under 13 years of age. If you have a need to disclose personal information regarding a child under 13, you are required to obtain the Company's express prior written consent, after obtaining verifiable parental consent for such disclosure. When obtaining such consents, you must provide parents with a copy of these Terms and of our website's privacy policy. You must keep all consents on file and provide them to us

upon request.

#### **4. ENTRY**

##### **4.1. Team.**

4.1.1. Your team should be constructed out of 8-10 students, from one of the following age groups: grades 3-5 or grades 6-8. Teams may only contain a mix of different grades within the grade division.

4.1.2. The head of the team should be a teacher, instructor or parent, at least 18 years of age ("**Team Leader**").

##### **4.2. Payment.**

4.2.1. To submit a team for Code Rush, a team leader will need to make a single online payment of \$49.95.

4.2.2. The CodeMonkey website is secure and does not store any credit card information at checkout, so your private information is safe. We are PCI Level 1 compliant, and use a secure, PCI Level 1 compliant payment gateway.

4.3. **Technical requirements.** Each team member will get their own CodeMonkey account. Members can log in using a desktop computer, laptop, Chromebook or tablet. An active internet connection is required. Each team also receives one teacher account for managing the student accounts and keeping track of the team progress.

#### **5. SCORING METHOD.**

5.1. The official score is calculated from the number of stars students achieve as a team during the 67 Space Monkey challenges. At the end of Code Rush, the average star score of each team will be counted by dividing the total number of stars accumulated by the number of members per team. There needs to be a minimum of 8 students per team and a maximum of 10.

5.2. In the event of a tie between two or more teams, the team that achieved the score first shall be deemed the winner.

#### **6. ANNOUNCEMENT OF WINNERS**

6.1. Each team is only competing with teams in its age division - elementary or middle school.

6.2. There will be a total of 20 winning teams, 10 from the 3-5th grade division and 10 from the 6-8th grade division. Winning teams will in the top ten teams with the highest star score average from each age division. The winning teams will be published on CodeMonkey's website no later than **April 2nd, 2019**, and the winners will be notified via email to the Team Leader. CodeMonkey shall have no liability for any winner's

failure to receive notices due to spam, junk e-mail or other security settings or for winner's provision of incorrect or otherwise non-functioning contact information.

## **7. PRIZES**

7.1. Each winning team shall receive all of the following prizes:

7.1.1. a yearly CodeMonkey classroom subscription; and

7.1.2. official trophy plaques from CodeMonkey

7.1.3. Prizes will be shipped, at no additional cost, to the address of the winning team's Team Leader provided at the time of registration.

## **8. LIMITATION OF LIABILITY**

8.1. By entering, you agree to release and hold harmless CodeMonkey and its subsidiaries, affiliates, advertising and promotion agencies, partners, representatives, agents, successors, assigns, employees, officers, and directors from any liability, illness, injury, death, loss, litigation, claim, or damage that may occur, directly or indirectly, whether caused by negligence or not, from: (i) your participation in Code Rush and/or your acceptance, possession, use, or misuse of any prize or any portion thereof; (ii) technical failures of any kind, including but not limited to the malfunction of any computer, cable, network, hardware, or software, or other mechanical equipment; (iii) the unavailability or inaccessibility of any transmissions, telephone, or Internet service; (iv) unauthorized human intervention in any part of the entry process or Code Rush; or (v) electronic or human error in the administration of Code Rush or the processing of entries. CodeMonkey assumes no responsibility for any of the foregoing.

8.2. As a condition of participating in Code Rush, Team Leader agrees that any and all disputes, and causes of action arising out of or connected with Code Rush, shall be resolved individually, without resort to any form of class action, exclusively before a competent court located in the New York County, State of New York. You hereby waive any and all objections to jurisdiction and venue in these courts. YOU FURTHER WAIVE YOUR RIGHT TO A JURY TRIAL OF ANY CLAIM OR CAUSE OF ACTION BASED UPON, ARISING OUT OF, OR IN CONNECTION WITH COLD RUSH. Further, in any such dispute, under no circumstances shall you be permitted to obtain awards for, and you hereby waive all rights to, punitive, incidental, or consequential damages, including reasonable attorney's fees, other than your actual out-of-pocket expenses (i.e. costs associated with entering Code Rush). You further waive all rights to have damages multiplied or increased.

## **9. GENERAL**

9.1. In addition to the Rules provided hereunder, use of the CodeMonkey Software during Code Rush is subject to the Company's [Terms and Conditions](#) and [Privacy Policy](#).

- 9.2. We reserve the right, in its sole discretion, to cancel, terminate, modify or suspend Code Rush should virus, bug, non-authorized human intervention, fraud, or other cause beyond our control to corrupt or affect the administration, security, fairness, or proper conduct of Code Rush. In such case, we may select the winner from all eligible entries received prior to and/or after (if appropriate) the action taken by us. We reserve the right, in our sole discretion, to disqualify any individual who tampers or attempts to tamper with the entry process or the operation of Code Rush or website or violates these Rules. CodeMonkey has the right, in its sole discretion, to maintain the integrity of Code Rush, to disqualify students for any reason, including, but not limited to multiple entries from the same user, or the use of bots, macros, scripts, or other technical means for entering. Any attempt by an entrant to deliberately damage any website or undermine the legitimate operation of Code Rush may be a violation of criminal and civil laws. Should such attempt be made, CodeMonkey reserves the right to seek damages to the fullest extent permitted by law.
- 9.3. Team Leaders are responsible for informing students that any data, cell phone or any other charges necessary to enable students to gain the necessary network or internet access to be able to access the CodeMonkey Software to participate in Code Rush.
- 9.4. These Rules shall be interpreted and governed by the laws of the State of New York, without giving effect to its conflict of laws principles.

If you have any questions please feel free to reach out to us at [support@cm-studios.com](mailto:support@cm-studios.com).

You are also welcome to join our [Code Rush Message Board](#) and talk to other teams.

We wish you and your team good luck on your quest.

Happy coding,

The CodeMonkey team.