



Official Rules

Deloitte Virtual Team Challenge for High School

No Purchase Necessary to Enter or Win.

ELIGIBILITY: OPEN ONLY TO LEGAL RESIDENTS OF THE FIFTY (50) UNITED STATES AND THE DISTRICT OF COLUMBIA WHO ARE HIGH SCHOOL STUDENTS IN GRADES 10-12 WHOSE SCHOOL AND TEACHER HAVE CHOSEN TO PARTICIPATE IN THE DELOITTE VIRTUAL TEAM CHALLENGE FOR HIGH SCHOOL ("**Challenge**"). Students and teachers from a school that has won a challenge within the past four years may participate but are not eligible to win a prize. THIS CHALLENGE IS VOID WHERE PROHIBITED BY LAW. By participating, participants (and their parents and legal guardians) agree to be bound by these Official Rules and the decisions of the judges and Deloitte LLP ("**Sponsor**"), which are binding and final on matters relating to this Challenge. Challenge is subject to all applicable federal, state and local laws. Teachers are responsible for complying with any school policies or other applicable laws, policies, or regulations related to participating in, and having students participate in, competitions of this nature, and accept prizes, if applicable, including, but not limited to, obtaining any necessary permissions from their school for teacher and students to participate and accept prizes.

CHALLENGE OBJECTIVE: The challenge objective is to use what you have learned in class to select the best vendors and negotiate a deal to earn the most money to clean up a fictitious oil spill for New City (described below). You can earn "personal" dollars by answering questions and participating in missions that relate to what you've learned in class during the challenge period (as defined below). Talking to New City residents who need your help or collecting trash and placing it in a green dumpster may help you identify new opportunities in the virtual online "city", New City. These "personal" dollars can be used to purchase research materials, business attire for your avatar, and other needs but will not count towards winner determination (as stated below). The amount of "personal" dollars you can earn per activity will be stated in the game. At the end of the challenge period, each team's choices will be assessed in relation to how much "virtual" money it earned to determine the "Challenge Winner". Note: Any "personal" money earned during the Challenge will not be included as money earned. "Personal" money has no real value outside of the challenge. Earning "personal" money is not required to win the challenge.

CHALLENGE PERIOD: The challenge starts at 12:00am Eastern Time ("ET") on October 11, 2017 and ends at 12:00am ET on November 22, 2017 ("**Challenge Period**").

HOW TO PARTICIPATE: Students who have been selected by their teachers to participate in the challenge will be grouped by the sponsoring teacher into school or class teams. These class teams should be no more than four (4) members each. Computer-generated players will fill any open slots for a team of less than four players. While teams of one or two students can play with two or more computer-generated players, such teams are not eligible to win the challenge. Each participant must access the challenge at <https://www2.deloitte.com/us/virtualteamchallenge> ("**website**") and follow the directions provided to register. As part of the registration process, each participant will be provided with a log-in name and password by the sponsor. When a participant returns to the website he/she will be required to use the log-in name and password to access the challenge. (Be sure to maintain the log-in name and password in confidence. A participant will be solely responsible for any actions taken using his/her log-in name and password.) Once a participant has registered, that participant cannot be substituted for any reason. A participant is only eligible to be a member of one (1) team. Multiple registrations received from any single participant will be void. Following completion of the registration process, participants will follow directions provided on the website and in accompanying materials provided by their teachers to participate. Registrations, challenge answers, actions generated by script, macro or other automated means which subvert the participation process are void.

For the purpose of these official rules, a participating individual and a participating team will each be referred to as a "**participant**."

WINNER DETERMINATION: The three (3) teams (each must be from a different school) who earn the most "virtual" money for New City as determined by sponsor, will be deemed the first, second and third placed winners. This is subject to verification of eligibility and compliance with these official rules ("**Challenge Winners**"). In the event of a tie for any prize level, each participant will be presented with a series of additional questions they must answer. The participants that answer the most questions correctly in the least amount of time, as determined by sponsor, will win their tie-breaker. Once a participant has won, participants and teachers from that same school will be ineligible to win another challenge for four consecutive years following their win. After four years, the school and any participants and teachers from that school will once again be eligible to win. Please note: participants from



the winning school are permitted to participate in the challenge; however, they are ineligible to win prizes for those subsequent four years.

WINNER NOTIFICATION: Sponsor will notify each challenge winner's teacher and their school via email. An authorized representative of each winning school, each winning teacher, and each member of a winning team (and his/her parent or legal guardian) will be required to sign and return an affidavit of eligibility, liability release, and a publicity release (except where prohibited by law). This must be done within the time period specified by sponsor in order for the school, teacher, and team member to receive their respective prizes. If any authorized representative, teacher or team member fails to do so, or if a school declines his/her prize or any authorized representative, teacher or a team member is determined to be ineligible for reason, the school may be disqualified. At sponsor's discretion, a runner-up team, teacher and its school will be chosen as a Challenge Winner.

PRIZES: On behalf of each of the three (3) Challenge Winners, Sponsor will donate \$500 (for a total \$1,500) to United Way Worldwide. In addition, Sponsor will award Teacher and Student/Team Prizes as follows:

Teacher Prizes

- First Prize (1): \$150 American Express® gift card, which may be used toward the purchase of classroom supplies and/or professional development.
- Second Prize (1): \$100 American Express® gift card, which may be used toward the purchase of classroom supplies and/or professional development.
- Third Prize (1): \$50 American Express® gift card, which may be used toward the purchase of classroom supplies and/or professional development.

Student/Team Prizes

- First Prize (1): \$150 American Express® gift card per team member (for a maximum team total of \$600).
- Second Prize (1): \$100 American Express® gift card per team member (for a maximum team total of \$400).
- Third Prize (1): \$50 American Express® gift card per team member (for a maximum team total of \$200).

School Prizes

- First Prize (1): \$150 American Express® gift card, which may be used toward the purchase of classroom supplies and/or professional development.
- Second Prize (1): \$100 American Express® gift card, which may be used toward the purchase of classroom supplies and/or professional development.
- Third Prize (1): \$50 American Express® gift card, which may be used toward the purchase of classroom supplies and/or professional development.

Prizes awarded to winning student team members may be awarded in the name of their parents or legal guardians who will be responsible for fulfilling all requirements imposed on such challenge winners. Gift certificate/card is subject to terms and conditions specified by issuer. Prizes are awarded "as is" with no warranty or guarantee, either express or implied by sponsor. Winners may not substitute, assign or transfer a prize. Sponsor reserves the right, at its sole discretion, to substitute a prize with one of comparable or greater value. Challenge winners are responsible for all federal, state and local taxes associated with acceptance and use of a prize as well as any other costs and expenses associated with prize acceptance and use not specified herein as being awarded. All prize details are at sponsor's sole discretion.

PUBLICITY GRANT: By acceptance of a prize, each member of the winning team (and their parents or legal guardians), except where legally prohibited, grants permission for sponsor and its designees to use his/her name, address (city and state), photograph, voice and/or other likeness, team name (if any) and prize information for advertising, trade and promotional purposes without further compensation, in any manner, in all media now known or hereafter discovered, worldwide, and on the Internet and world wide web, in perpetuity, without notice or review or approval.

Each participating teacher and school grant permission for sponsor and its designees to use his/her/its name, trademarks, logos and mascots, address (city and state), photograph, voice and/or other likeness and prize information for advertising, trade and promotional purposes without further compensation, in any manner, in all



media now known or hereafter discovered, worldwide, and on the Internet and world wide web, in perpetuity, without notice or review or approval.

CODE OF CONDUCT/HONOR CODE: Professional behavior is expected. Each team is required to maintain the highest standards of integrity throughout the challenge. Any violation of these official rules or breaches of integrity will subject a team to immediate disqualification in sponsor's sole discretion.

WEBSITE GUIDELINES (INCLUDING COMMENTS): Comments left on the website must comply with the following content guidelines:

- Content cannot be sexually explicit or suggestive, unnecessarily violent or derogatory of any ethnic, racial, gender, religious, professional or age group, profane or pornographic, or contain nudity;
- Content cannot promote alcohol, illegal drugs, tobacco, firearms/weapons (or the use of any of the foregoing), any activities that may appear unsafe or dangerous, or any particular political agenda or message;
- Content cannot be obscene or offensive, endorse any form of hate or hate group;
- Content cannot defame, misrepresent or contain disparaging remarks about sponsor, its products or services, or other participants, people, products or companies;
- Content cannot contain trademarks, logos or trade dress (such as distinctive packaging or building exteriors/interiors) owned by others, or advertise or promote any brand or product of any kind (other than the Sponsor's or its affiliates'), without permission, to the extent permission is necessary;
- Content cannot contain any personal identification, such as license plate numbers, personal names, e-mail addresses or street addresses;
- Content cannot contain copyrighted materials owned by others (including photographs, sculptures, paintings and other works of art or images published on or in websites, television, movies or other media) without permission unless Sponsor has determined permission is not necessary;
- Content cannot contain materials embodying the names, likenesses, photographs, or other indicia identifying any person, living or dead, without permission;
- Content cannot communicate messages or images inconsistent with the positive images and/or goodwill to which Sponsor wishes to associate; and
- Content cannot depict a violation of any law and cannot itself be in violation of any law or otherwise.

Sponsor reserves the right to disqualify any participant/team for any reason, in its sole and absolute discretion. Sponsor reserves the right to remove any comment from the Website that does not conform to the content guidelines for any reason, in its sole and absolute discretion.

GENERAL CONDITIONS: Participants, by participating, agree that Deloitte LLP, Deloitte & Touche LLP, Deloitte Tax LLP, Deloitte Financial Advisory Services LLP, Deloitte Consulting LLP, Deloitte Services LP, Deloitte Touche Tohmatsu Limited ("**DTTL**"), and any and all DTTL associate and member firms, all of their respective past, present and future parent companies, subsidiaries, affiliates, divisions, related entities, joint venturers, subcontractors, agents, attorneys, insurers, benefit plans, fiduciaries, subrogees, co-insurers and reinsurers, all their respective past, present and future officers, directors, employees, members, partners, principals, shareholders and owners, and all their respective heirs, executors, administrators, personal representatives, predecessors, successors, transferees and assigns (collectively, the "**Released Parties**") are not responsible for lost, late, incomplete, inaccurate, stolen, misdirected, undelivered, delayed or garbled registrations, answers or email; or for lost, interrupted or unavailable network, server, Internet Service Provider (ISP), website, or other connections, availability or accessibility or miscommunications or failed computer, satellite, telephone or cable transmissions, lines, or technical failure or jumbled, scrambled, delayed, or misdirected transmissions or computer hardware or software malfunctions, failures or difficulties, or other errors or malfunctions of any kind whether human, mechanical, electronic, network typographical, printing or otherwise relating to or in connection with the challenge, including, without limitation, errors or malfunctions which may occur in connection with the administration of the challenge, the processing of registrations or challenge actions or answers, the functionality of New City, the announcement of the prize or in any challenge-related materials. Released parties are also not responsible for any incorrect or inaccurate information, whether caused by site users, tampering, hacking, or by any equipment or programming associated with or utilized in the challenge. Released parties are not responsible for injury or damage to participants' or to any other person's computer related to or resulting from participating in this challenge or downloading materials from or use of the website. Persons who tamper with or abuse any aspect of the challenge or website, or act in a unsportsmanlike or disruptive manner or with the intent to harass, annoy or abuse any other participant, as solely determined by sponsor, will be disqualified. Should any portion of the challenge be, in sponsor's sole opinion, compromised by virus, worms, bugs, non-authorized human intervention or other causes which, in the sole opinion of the sponsor, corrupt or impair the administration, security, fairness or proper play, or submission of entries, sponsor reserves the right at its sole discretion to suspend, modify or terminate the challenge. Participants (and their parents and legal guardians), by participating, agree that released parties will have no liability whatsoever for, and shall be held harmless by participants against, any liability, for any injuries, losses or damages of any kind, including death, to persons, or property resulting in whole or in part, directly or indirectly, from acceptance, possession, misuse or use of a prize or participation in this challenge. Each member



of the winning team (and their parents and legal guardians), by acceptance of a prize, except where legally prohibited, grants permission for sponsor and its designees to use his/her name, address (city and state), photograph, voice and/or other likeness and prize information for advertising, trade and promotional purposes without further compensation, in all media now known or hereafter discovered, worldwide, and on the internet and world wide web, in perpetuity, without notice or review or approval. Each participating teacher and school grant permission for sponsor and its designees to use his/her/its name, trademarks, logos and mascots, address (city and state), photograph, voice and/or other likeness and prize information for advertising, trade and promotional purposes without further compensation, in all media now known or hereafter discovered, worldwide, and on the internet and world wide web, in perpetuity, without notice or review or approval. In the event of a dispute regarding entries received from multiple users having the same e-mail account, the authorized subscriber of the e-mail account at the time of entry will be deemed to be the participant and must comply with these official rules. Authorized account subscriber is the natural person who is assigned the e-mail address by the Internet Service Provider (ISP), on-line service provider, or other organization responsible for assigning e-mail addresses.

Participants (and their parents and legal guardians) and participating teachers and schools agree all issues and questions concerning the construction, validity, interpretation and enforceability of these official rules, or the rights and obligations of any participant and/or sponsor or any of the released parties shall be governed by and construed in accordance with the laws of the State of New York without giving effect to any principles of conflicts of law in any jurisdiction. Participants (and their parents or legal guardians) and participating teachers and schools agree that any action at law or in equity arising out of or relating to these official rules or the rights and obligations of any participant and/or sponsor or any released party shall be filed only in the state or federal courts located in the county of New York in the State of New York and hereby consent and submit to the personal jurisdiction of such courts for the purposes of litigating any such action. Further, any right to a trial by jury, and a trial by jury, is waived. Except where prohibited by law, by participating in the challenge, participants (and their parents and legal guardians) and participating teachers and schools agree that: (a) any and all disputes, claims, and causes of action arising out of or connected with these official rules and/or the rights and obligations of any participant and/or or any of the released parties shall be resolved individually, without resort to any form of class action, and (b) any and all claims, judgments and awards shall be limited to actual out-of-pocket costs incurred, including costs associated with participating in this challenge and in no event will participants, their parents or legal guardians, participating teachers or schools be entitled to receive attorneys' fees or other legal costs; and (c) under no circumstances will any participant, his/her parent and legal guardian, teacher or school be permitted to obtain awards for and hereby waive all rights to claim punitive, exemplary, special, incidental, indirect and consequential damages and any other damages, other than for actual out-of-pocket expenses, and any and all rights to have damages multiplied or otherwise increased.

WINNER INFORMATION: For the names of the winning schools (available after the challenge has completed), visit <https://www2.deloitte.com/us/virtualteamchallenge>.

SPONSOR: Deloitte LLP, 30 Rockefeller Plaza, New York, NY 10112.

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