

# Competition Rules



## 1

### Purpose of the competition

Regardless of the category in which an entry is submitted, the purpose of the competition is to propose ideas that promote circularity in the home, such as giving a new life to products that have already completed their ordinary cycle of use, providing a new and different use to the one originally implemented for the product. We are looking for original ideas that reduce or avoid the use of non-renewable resources (materials, energy and/or water).

If the proposed solution involves the use of materials, they should be reused, recycled or bio-based. Where appropriate, the product design should take into account eco-design strategies that allow for easy maintenance and recycling.

The aim is to raise awareness about circularity in the home among the participants in the competition, the audience that votes for the projects, as well as the general public.

## 2

### Categories

There are two Categories.

The first of these is aimed at **Students** in vocational training or at university, whatever their field of study, and in the event of being awarded any of the prizes, they must prove their student status with the documentation required by the Jury at the time. In case of reasonable doubt, or lack of documentation proving the participant's student status, the project will be excluded from the competition without any right to compensation or appeal whatsoever.

The second category is intended for the **General Public**, participants in this category must be of legal age in accordance with the legislation of the country in which they are a national and they must be a resident of the European Union.

In case of reasonable doubt, or lack of documentation proving that the participant is of legal age or a resident of the European Union, the project will be excluded from the competition without the right to any compensation or appeal.

## 3

### Prizes

Entrants in each of the above-mentioned categories are eligible for **two different prizes**. It will not be possible for the same project to win both prizes in its category at the same time.

A prize will be awarded based on the **likes** that each project receives on the TikTok platform set up for the competition.

After the registration period has closed, the voting process will be opened, during which all the projects in both Categories will be published and the Users of TikTok will be able to vote for one or more projects in each Category.

The other prize is awarded by a **specialist Jury**, which will evaluate the solution that best meets the circularity criteria as set out in the rules.

The prizes are thus configured as follows:

Category	System for obtaining the prize	Prize
Students	Vote	€500
Students	Specialist jury	€500
General Public	Vote	€500
General Public	Specialist jury	€500

In summary, in both the Student Category and the General Public Category, the winners will be the projects that have obtained the highest number of votes and those that the specialist Jury awards the highest score on the basis of the circularity criteria as set out in the rules.

If, through the Voting system, there is a tie between 2 or more projects, the Jury will vote between the projects involved and decide which is the winner.

Similarly, if there is a tie between 2 or more projects in the Jury's vote, the project that has obtained the highest number of likes on the TikTok platform will be the winner.

## 4

### Checking the winning projects

The four winning projects, irrespective of the category and the system for awarding the prize, must prove that they meet all the requirements mentioned in these Competition Rules.

In the event that the Jury cannot be or will not be provided with the documentation required to verify compliance with the requirements, the winning projects will be excluded from the competition and will not be entitled to any compensation or appeal whatsoever.

However, a list of substitutes will be drawn up in case the prizes cannot be awarded within a reasonable period of time.

Under the Voting system, the substitutes will be those projects that have obtained a lower number of votes than the winning project.

Under the specialist Jury system, the substitutes will be the projects that the Jury determines as such, as well as their order of substitution.

# 5

## Rules for participation

### 5.1 Residents of the European Union

**Residents of the European Union** may participate in the competition. If they are winners in any of the Categories and by any of the systems for awarding the prizes, they must prove their residence in any of the Member States of the European Union by means of the National Identity Card of the country in which they are nationals or with the Residence Card of the State where they reside, which is current.

The competition is also open to **groups of persons** who jointly and in association submit a common project, provided that they meet the requirement of the previous paragraph that all the members of the group are resident in the European Union. In the event that a group of people wins in any of the categories and by any of the means for awarding the prizes, the Jury will request a formal document, signed by all the members of the group, in which they designate a group representative, who must necessarily be one of the members of the group, and by which they undertake to manage the prize with the other members of the group in the proportion that they have agreed upon.

In that way, the Jury will award the prize to only one person in the group, and this person will be jointly and severally responsible for the distribution of the prize among the other members of the group, leaving the Jury exempt from responsibility for the distribution of the prize.

### 5.2 Originality of the projects

The participants undertake to ensure that the projects they enter into the competition are original. To this end, any participant, member of the Jury or User of the website or social network platforms can report a project that is not original by sending an email to [challenge@circularhomes.eu](mailto:challenge@circularhomes.eu).

The Jury will verify, in the shortest possible time and on the basis of the evidence provided, the originality or otherwise of the project reported and, in the event of finding a lack of originality, the project will be completely disqualified from all Categories.

The deadline for reporting projects is set at three days before the close of the voting period for the projects. However, the Jury may at any time, and on its own initiative, deem any project to be unoriginal and exclude it from the competition.

In the event that two projects are substantially the same, but submitted by different persons or groups of persons, the timing will be taken into account, and only the first of the projects uploaded to the website will be deemed valid for the competition in any of the categories.

There can be no derivative or linked projects, neither between projects submitted by the same participant or group, nor between projects submitted by different participants or groups, so that the originality of each project will be assessed individually for each project.

### **5.3 Projects per person or group**

Each participant may participate in **up to a maximum of three projects**, either individually or in groups.

Participants must select the category when submitting the project, Students or General Public, being permanently linked to that category, and not being able to duplicate or change the category project, except for an error thus communicated to the Jury.

The Jury will assess whether or not the error is of sufficient magnitude to warrant a change in the category of the project. Under all circumstances, these procedures will only be carried out on an exceptional basis.

### **5.4 Form of the projects**

In order to participate in the competition, participants must explain in a video with a maximum duration of **one and a half minutes**, how they implement their project.

The video must not contain music or, if applicable, it must be free of copyright, so that the video can be uploaded to video platforms by the competition manager. Each participant will consent to their video being published by the person who manages the contest on the entity's TikTok platform. If this is not possible, the contest manager may not communicate the incident to the participant, and the project will be excluded from the contest and without the right to compensation or any claim.

If at any time during the contest process, it is determined that the video has infringed copyright, the video will be deleted and the project will be excluded from the contest and without the right to compensation or any claim.

Preferably the videos should not need oral or written instructions for their understanding. If they contain instructions, they must comment on their project in English, orally or in writing. Videos that have text added to the video images must also be in the English language. If the audio is in a language other than English, it must have subtitles in English integrated into the video itself. Any information in the video that is in a language other than English will not be taken into account.

## Copyright

Projects should be free of copyright and should avoid, as far as possible, any advertising of products or services not related to the project itself.

Likewise, it is not permitted in the videos that participate in the competition to include, but not limited to, images, videos, infographics, drawings, diagrams, etc. with:

- Sexual content.
- Content that violates morality and public order.
- Political content.
- Ideological content.
- Exalting organisations classified as terrorist organisations.

And in general, any content expressly prohibited in any European legislation, and the Jury may take any legal action it deems appropriate against users who violate this point.

In these cases, the Jury will urge the social network TikTok to remove the publication or, where appropriate, the tag linking it to the competition.

Each participant is responsible for complying with this point, and the Jury may exclude, at any time during the competition, projects that are reported for failing to comply with this point, as well as those projects that, in the opinion of the Jury, are considered to have failed to comply with this point. Projects excluded from the competition will not be entitled to any compensation or appeal whatsoever.

Projects may be submitted under nicknames or pseudonyms, although the names and surnames of the participants must be communicated to the project manager at all times. Likewise, by accepting the Competition Rules, participants authorise the publicising of their projects and, in the event of winning, the publication of information regarding their projects and the real names and surnames of all the participants in the media and on social media.

In any case, when announcing the winning projects, whether by individuals or groups of participants, the Jury must be informed of the participants' real names and surnames, as well as authorising their publication on the website and the different social media.

In the event of failure to communicate the real names and surnames or to authorise them, the winning projects will be excluded from the competition and will not be entitled to any compensation or appeal whatsoever.

## 5.5 Project delivery

The projects can be delivered in the following ways:

- By email to challenge@circularhomes.eu, attaching the final video that will be uploaded without any editing by the organisation managing the competition, to the organisation's TikTok platform.

The video can be attached via a link to cloud storage services where the video itself is stored. In this case, the manager of the competition will send an email confirming receipt of the project and will upload the video to the entity's TikTok platform on the day the voting period begins. From that moment on, it will not be possible to

change it, unless the Jury has been informed of a manifest error, and with the Jury's authorization. Under no circumstances may these changes be made after the start of the voting period for projects.

- Uploading the video to the TikTok platform, with the tag #CircularHomesStudent or #CircularHomesGeneral. The competition manager will download the video from the TikTok platform and upload the video to its own TikTok feed at the start of the voting period. Once the video has been uploaded to the TikTok feed, it will not be possible to change the video. Under no circumstances may these changes be made after the start of the voting period for projects.

In the case of opting for this form of participation, only the first 3 projects tagged within the same TikTok profile will be entered into the competition. In the event that the post containing the tagged video is deleted during the duration of the competition, or of any kind of anomaly in the TikTok profile or in any of the videos participating in the competition, the Jury may exclude any project from that TikTok account from the competition.

## 6

### Deadlines

The competition starts at 00:00 CET on 19 December 2022 and projects can be submitted until 23:59 CET on 15 February 2023.

Between 00:00 hours CET on 16 February 2023 and 23:59 hours CET on 19 February 2023, the Jury will screen the proposed projects, excluding from the competition any project that does not comply with the Competition Rules, in either of the two categories.

On 20 February all the material will be uploaded to the organisation's TikTok channel. The public voting period for projects will open at 00:00 CET on 21 February 2023 and close at 23:59 CET on 6 March 2023.

The winning projects in each category will be announced on 7 March 2023 in the media and on social media until 24 March 2023.

## 7

### Incidents

Any incidents can be communicated to the competition manager, who will in turn communicate this to the Jury, by email to [challenge@circularhomes.eu](mailto:challenge@circularhomes.eu). The organisation managing the competition will process the incident solely and exclusively in the manner and by the means proposed by the Jury.

Where appropriate, the resolution of the incident shall be communicated to the person who reported the incident to the platform manager. However, if the detected incident may affect a number of participants, the resolution of the incident will be publicly communicated on the website and, additionally, via an email sent to the email address that all the participants have provided to the competition manager.

# 8

## Resolution

All the incidents addressed will be dealt with in the shortest possible time and, if necessary, the competition may be stopped if the incident is of such a magnitude as to make it advisable to do so.

If the processing of the incident results in the expulsion of a project from the competition, the participant may apply for the reversal of this decision within a period of 3 days, providing the evidence that the participant considers appropriate. The Jury will review this new application and will definitively resolve the incident.

# 9

## Cancellation of the contest

The contest may be cancelled without any obligation to compensate participants —, if:

- (a) no applications are received.
- (b) the jury does not find a winning project.
- (c) the winner is not eligible or must be excluded and there isn't any other eligible project.

