Open House Buildathon Terms & Conditions

Intro

These Terms & Conditions ("Terms") govern your participation in the Open House Buildathon ("Buildathon"), an online event organized by Project Moonshot Limited ("HackQuest"), on behalf of The Arbitrum Foundation (Individually “Foundation”, collectively, with HackQuest the "Organizers"). By registering for or participating in the Buildathon, you acknowledge that you have read, understood, and agree to be bound by these Terms.

Event Overview

- **Event Period**: February 8, 2027 - February 28, 2027
- **Submission Deadline**: February 28, 2027, 11:59 PM BRT
- **Winners Announcement**: March 8, 2027, 05:00 PM BRT
- **Event Format**: 100% online
- **Focus**: For developers based in South America to build on the Arbitrum tech stack, but it is open to everyone

Summary of key terms:

- **You must comply with our eligibility requirements in order to apply and be accepted.**
- **Your submissions must be original, fully functional, and submitted before any stated deadlines.**
- **Projects are scored on innovation, technical implementation, impact, and presentation quality - all decisions are final.**
- **You keep ownership of what you build, but you grant us, our sponsors and service providers a free license to use and promote your submission.**
- **You are not granted any rights or licence to intellectual property that does not belong to you.**
- **Your name and likenesses may be used in marketing or case studies, and we will share your contact details with our sponsors and advertising partners.**
- **Any non-public info shared by us, our service providers or sponsors must be kept confidential.**
- **You must comply with the Code of Conduct.**
- **You can be disqualified if you breach these terms or the Code of Conduct.**
- **We can change, postpone or cancel the prizes or Buildathon for any reason at any time.**
- **To the maximum extent possible we exclude all liability.**
- **PRIZE PAYOUTS ARE SUBJECT TO REQUIREMENTS INCLUDING ENTERING INTO A GRANT AGREEMENT WITH DEVELOPMENT MILESTONES AND EXCLUSIVITY AS SET OUT BELOW**

1. Eligibility

1.1. Participation is open to individuals and teams from anywhere in the world except for citizens, residents, or persons located in any jurisdiction subject to government sanction lists or individual sanctions issued, without limitation, by the United States, United Kingdom or European Union (or restrictions that would make your participation unlawful).

1.2. All participants must be at least 18 years of age at the time of registration.

1.3. Employees, contractors, officers, and directors of the Organizers, event sponsors, or members of the judging panel, as well as their immediate family members, are not eligible to participate.

1.4. Participants may form teams. Each team member must meet all eligibility requirements.

1.5. The Organizers reserve the right to verify eligibility and to disqualify any participant or team that does not comply with these requirements.

1.6. You accept that the Organizers have the right to reject any participant in their sole discretion.

1.7. Participants must comply with these Terms, the Code of Conduct and all applicable laws and regulations.

2. Requirements for Registration and Participation

2.1. All individuals must complete the official registration process by the published deadline in order to be considered for participation.

2.2. Submission of a registration form does not guarantee entry. The Organizers retain sole discretion to accept, decline, or limit the number of participants and teams.

2.3. Each participant is responsible for providing and maintaining their own hardware, software, and internet connection necessary to take part in the Buildathon.

2.4. The Organizers accept no responsibility for technical issues, equipment failures, or connectivity problems that may restrict or prevent participation.

3. Submission Requirements

3.1. Buildathon Submissions must:

- Comply with all applicable laws and regulations
- Either be original work first created or existing work that has been adjusted during the Buildathon (this shall mean more than trivial development of the code base)
- Be deployed on Arbitrum Sepolia, Arbitrum One or a custom Orbit Chain
- Be submitted before the stated deadline
- Include all required documentation and access information as specified in the submission guidelines

3.2. Late submissions will not be accepted.

3.3. Projects must be functional and demonstrable at the time of submission.

3.4. The Organizers have the sole discretion to disqualify submissions that do not comply with these requirements.

4. Test Environment

4.1. The Organizers may provide testing environments during the Buildathon.

4.2. The Organizers are not responsible for and exclude any liability for any disruption, downtime, bugs, or other issues caused by the failure or malfunction of these environments.

4.3. Participants acknowledge that test environments may have limitations and are encouraged to develop their projects with potential technical constraints in mind.

5. Support and Communication during the Buildathon

5.1. Technical support will be provided throughout the Buildathon period via the Arbitrum Discord server created specifically for this event.

5.2. The HackQuest platform, Arbitrum X.com account and official Discord server will be (as the case may be) the primary communication channels for:

- Technical questions and support
- General Buildathon announcements
- Networking between participants
- Updates from organizers

5.3. While the Organizers will try to provide technical support, there is no guarantee in relation to support time.

5.4. It is ultimately up to participants to resolve any technical challenges they encounter during the Buildathon.

6. Buildathon Judging and Prizes

6.1. Judging Process

6.1.1. All submitted projects will be evaluated by a panel of judges appointed solely by the Organizers.

6.1.2. 5.1.2. Projects will be evaluated based on the following criteria:

- Innovation
- Technical implementation
- Use of Arbitrum technology
- Potential impact
- Presentation quality
- Novelty projects will receive a bonus consideration

6.1.3. All decisions made by the judges are final and cannot be appealed.

6.2. Prize Structure

All prize recipients must enter into a grant agreement with the Foundation to receive the prize.

PLEASE NOTE THAT EACH PRIZE CATEGORY EXCEPT FOR THE "BEST PROMISING PRODUCTS" TRACK IS SUBJECT TO THE PRIZE WINNER ACCEPTING THE FOLLOWING CONDITIONS:

1. **50% of the amount of each prize is paid out upon winning and execution of the grant agreement (including the project being subject to building exclusively on an Arbitrum Chain)**
2. **50% of the amount of each prize is subject to the winning project undergoing:**
    a. **A successful mainnet launch on an Arbitrum Chain**
    b. **Meeting a KPI(s) that we (Arbitrum Foundation) and the winning project mutually agree on**
    c. **Future investment rights for the Foundation**

PLEASE NOTE: The following conditions apply to all tracks with three prizes:

1. **At minimum, 1 of 3 prizes are reserved for a project building on Robinhood Chain**
2. **At minimum, 1 of 3 prizes are reserved for a project building on Arbitrum**

6.2.1. Categories

a. Overall prize

First place: $40,000 USDG

Second place: $20,000 USDG

Third place: $10,000 USDG

b. Best promising project

First place: $7,000 USDG

Second place: $5,000 USDG

Third place: $3,000 USDG

c. Grants

Up to $30,000 USDG in milestone-based grants allocated to select projects on a case-by-case basis.

6.2.2. If a prize is won by a team, the prize amount remains the same and is divided by the team.

6.2.3. The Organizers reserve the right, at their sole discretion, to modify, replace, or cancel prizes at any time.

6.3. Prize Distribution

6.3.1. Prizes will be paid in USDG, sent on Arbitrum One, to the wallet provided during the registration process.

6.3.2. Prize recipients may need to complete compliance and AML processes prior to receipt of funds. Where this is required, prizes will not be distributed until the process has been completed.

6.3.3. Following the completion of these processes, the prize recipient will need to enter into a grant agreement with Foundation that outlines the payment conditions. If prize recipient does not enter into a grant agreement, they will forfeit the prize. Foundation shall, in its sole discretion, determine whether to nominate another winner.

6.3.4. Winners are responsible for any taxes or fees associated with receiving prizes according to the laws of their jurisdiction of residence.

6.3.5. Prizes are non-transferable and cannot be exchanged for cash unless specifically stated otherwise.

6.3.6. Organizers will make reasonable efforts to distribute prizes after the winner announcement date.

7. Disqualification

7.1. The Organizers reserve the right to disqualify any participant or team for:

- Violation of these Terms
- Submitting work that is not original or modified during the Buildathon period
- Plagiarism or infringement of third-party intellectual property
- Acting in bad faith, unethical conduct or attempting to circumvent Buildathon rules
- Providing false or misleading information
- Not complying with applicable laws or regulations

- Any other behavior deemed inappropriate by the Organizers in their sole discretion

7.2. Disqualified participants will not be eligible for any prizes and may be barred from future events.

7.3. Any decisions made in this regard will be binding and final.

8. Confidential Information

8.1. By participating in the Buildathon, Participants agree not to disclose, reproduce, or use for any purpose unrelated to the Buildathon any confidential, proprietary, or non-public information disclosed by the Organizers or their affiliates (their service providers, affiliates and sponsors), whether orally, in writing, or by any other means, and whether or not marked as confidential ("Confidential Information"). Participants shall follow best practices to avoid unauthorized use or disclosure of such information.

8.2. Confidential Information may include, but is not limited to, technical documentation, platform architecture, internal processes, non-public APIs, business strategies, non-public announcements, or any communications designated as confidential by the Organizer, their service providers, affiliates and sponsors.

8.3. Participants may share Confidential Information only with team members participating in the Buildathon, and solely for purposes related to their participation in the Buildathon. All such team members must comply with the same confidentiality obligations set forth in these Terms.

8.4. The obligations in this Section shall not apply to information that:

- was publicly known at the time of disclosure or subsequently becomes publicly known without breach of these Terms;

- is disclosed with the prior written consent of the Organizers; or

- is required to be disclosed by law or regulation, provided that the Participant promptly notifies the Organizers (to the extent legally permitted) and cooperates with any efforts to limit the scope of such disclosure and seek appropriate

protective measures.

8.5. Upon the conclusion of the Buildathon, or upon written instruction from the Organizers, Participants shall without delay either return to the Organizers or permanently destroy all Confidential Information in their possession, including any reproductions or derivatives, irrespective of the medium in which such information is stored. Any destruction must be carried out in a secure manner that ensures the Confidential Information cannot be retrieved, reconstructed, or otherwise recovered. Under no circumstances may Participants retain any Confidential Information following the conclusion of the Buildathon or after receipt of such written instruction from the Organizers.

8.6. The confidentiality obligations under this Section shall remain in effect for a period of three (3) years following the end of the Buildathon.

9. Intellectual Property

9.1. Participants retain ownership of the intellectual property rights in the content they create during the Buildathon.

9.2. You grant the Organizers, their service providers, affiliates and sponsors a non-exclusive, worldwide, royalty-free license to use, display, and promote your submission for purposes related to the Buildathon, including but not limited to marketing, publicity, and educational purposes.

9.3. Participants warrant that their submissions:

- Are their original work
- Do not infringe upon the intellectual property rights of any third party
- Do not contain unlawful, defamatory, or otherwise objectionable content

9.4. During the Buildathon, you may obtain access to materials provided by the Organizers, nothing in these Terms (or through your participation) grant you any rights or interest in such materials.

9.5. Your use of these materials must comply with the confidentiality obligations set out under these Terms.

9.6. Participants agree to indemnify and hold harmless the Organizers from any claims arising from alleged infringement of third-party rights.

10. Data Protection and Publicity

10.1. Your data will be collected and processed in accordance with the Organizers' Privacy Policy and applicable data protection laws.

10.2. By participating, you grant the Organizers permission to use your name, likeness, image, voice, and biographical information for promotional, educational, and documentary purposes without additional compensation. Any such use shall be the sole property of the Organizers.

10.3. You grant us permission to publish your submission details on the Buildathon website and other promotional materials.

10.4. You grant us the right to share your contact details with our sponsors, service providers, program partners and advertising partners.

10.5. You shall refrain from making any disparaging statements against the Organizers, their service providers, affiliates or sponsors or their products and services.

11. Code of Conduct

11.1. All participants agree and commit to the Code of Conduct that is attached to these terms and conditions.

11.2. Participants must conduct themselves professionally and respectfully for the duration of the Buildathon.

11.3. Harassment, discrimination, or abusive behavior toward other participants, mentors, judges, or Organizers will not be tolerated and may result in immediate disqualification and removal from the event.

11.4. Participants must respect the guidelines, procedures, and decisions of the Organizers throughout the Buildathon.

12. Limitation of Liability

12.1. The Organizers, their service providers, affiliates and sponsors shall not be responsible or liable for any direct, indirect, incidental, special, or consequential damages of any kind arising from, or in connection with, participation in the Buildathon. Organizers' total aggregate liability for all claims and damages shall not exceed $100 USD.

12.2. Participants hereby agree to release, indemnify, and hold harmless the Organizers, their service providers, affiliates and sponsors from and against any claims, liabilities, losses, damages, or expenses resulting from their participation in, or inability to participate in, the Buildathon.

12.3. The Organizers, their service providers, affiliates and sponsors disclaim all warranties, express or implied, including without limitation any warranties as to accuracy, quality, merchantability, or fitness for a particular purpose with respect to any aspect of the Buildathon.

12.4. Each Participant shall be solely responsible for any injury or damage, whether to person or property, arising out of or caused by their acts or omissions during the Buildathon.

12.5. With respect to any indemnity granted under these Terms, Participants may not settle, compromise, or otherwise dispose of any claim or proceeding without the prior written consent of the Organizers. The Organizers shall retain the right to assume control over the defense and management of any such claim or proceeding.

13. Governing Law

13.1. These Terms shall be governed by and construed in accordance with the laws of the Cayman Islands, without regard to conflict of law principles.

14. Dispute Resolution

14.1. Except in relation to complaints about prizes or conduct, any dispute arising out of or in connection with these Terms or the Buildathon shall be resolved through good faith negotiation between the parties.

14.2. If a resolution cannot be reached through negotiation, the dispute shall be submitted to binding arbitration in the Cayman Islands.

15. Severability

If any provision of these Terms is found to be invalid, illegal, or unenforceable, the remaining provisions shall remain in full force and effect.

16. Changes to these Terms and Conditions

16.1. The Organizers reserve the right to amend, revise, or update these Terms at any time, without prior notice.

16.2. Any such modifications will be published on the official Buildathon website, and a Participant's continued involvement in the Buildathon shall constitute acceptance of the revised Terms.

17. Postponement or Cancellation of the Buildathon

17.1. The Organizers further reserve the right, in their sole discretion, to alter, postpone, or cancel the Buildathon, or any component thereof, at any time and without liability to Participants.

18. Contact

For questions or complaints regarding these Terms or the Buildathon, please contact the Organizers at engineering@arbitrum.foundation. Any decisions relating to the prize or a participant's conduct shall be final, at the sole discretion of Organizers and binding on all participants.

By registering for or participating in the Open House Buildathon, you acknowledge that you have read, understood, and agree to be bound by these Terms & Conditions.

Last Updated: October 23, 2026

Buildathon - Code of Conduct

This event, hosted by Project Moonshot Limited (HackQuest) on behalf of The Arbitrum Foundation, is conducted solely for educational and informational purposes. Please be advised that HackQuest expects all participants to behave in a manner that is friendly, respectful and inclusive.

<u>This means:</u>

Watch what you say and do - treat others as you would want to be treated. Do not use offensive language or act in a way that could be considered bullying, harassment or offensive. HackQuest has a zero tolerance policy on harassment, in particular, anything that focuses on sexuality, gender, age, disability, race, religion, ethnicity, politics or appearance.:

Remember where you are - whilst HackQuest does want everyone to have fun and relax, please remember that you are at an event and HackQuest expects you to act professionally and with courtesy to those around you.

No grifting or rug pulling - please ensure that you act with honesty and integrity.

Photos and Social Media - You should ask for permission before taking photos of people and check whether they are happy for you to upload the media online.

By attending this event, you acknowledge and agree that photography, audio recording, and video recording may take place.

You consent to being photographed, filmed, and recorded, and you grant us the right to use, reproduce, publish, and distribute such photographs, audio, and video recordings for promotional, marketing, reporting, and other legitimate business purposes, in any media now known or hereafter developed.

If you do not wish to be photographed or recorded, please inform a member of the event team prior to the start of the event.

Examples of Positive Conduct

- Engage and contribute to the event with a positive spirit.
- Show respect, curiosity, thoughtfulness, and cooperation.
- Be aware of your surroundings and considerate of other participants.
- Avoid using demeaning, discriminatory, or harassing language and behavior.

Examples of Prohibited Conduct

- Intimidation, harassment, or stalking.
- Inappropriate or uninvited sexual attention.
- Heckling or disrupting presentations or activities.
- Calling people names or speaking to them rudely because of their sexuality, gender, age, disability, race, religion, ethnicity, politics or appearance.
- Shilling the latest meme coin or next big thing in crypto.
- Providing financial or investment advice to others.
- Encouraging others to behave in these ways.

By participating in this event, participants agree to adhere to these terms and understand that any non-compliant activities may result in immediate removal from the event and potential legal consequences. If you experience or witness attendees behaving in a prohibited way, please let a member of staff know.

Intellectual Property

Participants may not use proprietary materials, code, or content without appropriate authorization or licensing.

Proof of Work

Whilst you can use your own existing work, concepts and code, you must be able to demonstrate which code and output you created during the Buildathon, and this must be more than just trivial to be considered for prizes.

Approved Channels

All official discussions and announcements will take place through designated Buildathon platforms (e.g., Discord, event software, or email). Participants should use these channels for all event-related communication.

APIs and Third-Party Services

Any APIs, datasets, or external tools must be used in full compliance with their respective terms of service.

Reporting Concerns

If you experience or witness behavior that violates this Code of Conduct, or if you have any other concerns, please contact the organizing team promptly at founder@hackquest.io.

All concerns will be reviewed and handled promptly, fairly, and with respect for the privacy and security of the reporting individual.

Any review and decision will be at HackQuest's sole discretion, and such decisions shall be final and binding on all parties, with no right to appeal the decision.

By registering for and participating in the Buildathon, you acknowledge that you have read, understood, and agreed to comply with this Code of Conduct.