

COMPETITION RULES



- 1** As a participant, you must treat all team members, competitors, judges, professors, with respect and courtesy
- 2** Hackathon teams will be a maximum of 5 people and a minimum of 3 people
- 3** Teams have to be made exclusively of students (from undergraduate to doctoral studies).
- 4** All your code must be in Python and open source
- 5** Teams can of course gain advice and support from organizers, sponsors, coaches and others.
- 6** All members of winning team will have to provide proof of their student status. If not the whole team will be disqualified.
- 7** Winning teams will have to assist to the closing event either in person or via a visio-conference system
- 8** Teams can be disqualified from the competition at the organisers' discretion. Reasons might include but are not limited to breaking the Competition Rules.
- 10** The agenda and the evaluation method are susceptible to change, in a fair and appropriate way, in cas of unforeseen events.



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