

GWC Challenge Terms and Conditions

Updated: August 26th 2025

GWC Challenges Overview

Girls Who Code Challenges are national competitions in which anyone in the US between the ages of 13-26 is eligible to participate and build a project around the specified theme and enter to win prizes. This year the theme is: Cybersecurity + AI. This Challenge will be open to the following groups: (a) students ages 13-15 years old enrolled in 6th-8th grade in the United States (the **"Middle School Age Group"**), (b) students ages 13-19 years old that are currently enrolled in 9th-12th grade in the United States school in the United States (the **"High School Age Group"**), and (c) 17-26 year olds that have completed high school (**"College Age Group"**) (each, a **"Participant"**). Participants are not required to have been a part of any previous Girls Who Code programs to enter, and GWC Challenges is not a part of any Girls Who Code Clubs or College Loops programming or curriculum; GWC Challenges is a stand alone activity open to anyone in the eligible age brackets.

Competition Official Terms & Conditions

This Fall, Girls Who Code will launch a community challenge that asks participants to create a project that explores how people can use AI to protect their identities and creativity online. (the **"Challenge"**). The full Official Terms & Conditions available below apply to the Challenge (the **"Rules"**). The following are some important matters we wish to bring to your attention:

1. Participants must submit their projects by 11:59 PM EST on the final day of the Challenge to be eligible.
2. A submission must be complete in order to be considered. See *Submission Instructions* in the Participant, Educator, or Family Guide available for download at <https://girlswhocode.com/programs/gwc-challenges>.
3. Participants can submit (a) a Project they have created individually or (b) a Project they have created in collaboration with other participants who meet the Challenge eligibility requirements. Please note: in the event of a collaborative Project with multiple participants, only the Participant who submits the project will be eligible to receive a Prize, and that Participant will be responsible for splitting the Prize between their collaborators.
4. Submissions with unsuitable content will be immediately disqualified.

Components

Participation in any challenges offered by Girls Who Code Inc. a New York not-for-profit corporation, having its place of business at 1250 Broadway, 17th Floor NY, NY 10001 ("**GWC**"), are subject to these Rules, including the following:

- 1) **Eligibility.** students ages 13-15 years old enrolled in 6th-8th grade in the United States (the "**Middle School Age Group**"), (b) students ages 13-19 years old that are currently enrolled in 9th-12th grade In the United States school in the United States (the "**High School Age Group**"), and (c) 17-26 year olds that have completed high school ("**College Age Group**") (each, a "**Participant**") have the opportunity to submit as many Projects as they would like to the Challenge. Participants do not need to be a current program participant or alumni of a Girls Who Code program. Participants have the opportunity to submit as many Projects as they would like to the Challenge. Participants can submit a Project they created individually or a Project they have created in collaboration with other participants who meet the eligibility requirements for their Age Group (a maximum of four (4) Participants in each group allowed. Participants must submit their projects by 11:59 PM EST on the final day of the Challenge to be eligible.
- 2) **Challenge Criteria.** The Challenge is sponsored by Girls Who Code, and involves the creation of a technology product that meets the Challenge description (the "**Project**"). In order to be considered, Projects must meet the following criteria ("**Project Criteria**"):
 - a) Participant Project Criteria:
 - i) The Participants' name and email address (for submission only);
 - ii) A name or title for the Project,
 - iii) A link to the Project and/or a repo to code that does not include a Participants' last name (including in usernames or URLs),
 - iv) A narrative description of the Project,
 - v) Answers to the process reflection questions outlined in the evaluation criteria outlined in the Participant, Educator, and Family Guides available on the Challenge page.

Projects that contain any personally identifiable information ("**PII**") or confidential information will be rejected. This includes, but is not limited to, last names, email addresses, personal addresses, phone numbers, social media account names, and school names.

Any use of robotic, automatic, programmed or comparable entry methods is strictly forbidden and will void all such entries by such methods. Projects submitted with unsuitable content, as determined solely by GWC, may be disqualified from the Challenge and removed from GWC HQ.

3) **Submission Instructions.**

- a) Entry Period. This Challenge begins on October 1, 2025 at 12:01 AM ET and ends on February 18, 2026 at 11:59 PM ET (“**Entry Period**”).
- b) How to Enter. During the Entry Period, those eligible to enter must submit their Projects via the submission form on the Challenge page of the GWC website. Projects cannot be edited once uploaded, but Participants may upload a new version of the Project and email curriculum@girlswhocode.com to notify the GWC team which version to judge. If the Participant does not notify GWC, GWC will judge the most recent entry. Projects will be considered completed as-is when the Entry Period concludes. The exact submission process to upload Projects will be shared on the Challenge landing page on GWC website. Failure to submit the Project via the submission form will result in your Project being disqualified.
- c) Entering Projects with multiple collaborating Participants. For Projects that are created in collaboration with other participants who meet the Challenge eligibility requirements, only one Participant will formally submit the Project. This Participant (the “**Lead Participant**”) is responsible for fully submitting the project and sharing with Girls Who Code any relevant information about additional participants as needed. This includes the number of eligible collaborators during the submission process.

4) **Judging:** The GWC Challenge Rules deciders, made up of GWC staff and partner volunteers (the “**Prize Committee**”) will evaluate submissions based on a set of criteria determined prior to the Challenge launch, shared on the Challenge Launch platform. A total of thirteen (3) winners will be selected by the Prize Committee based on the following categories: (a) five (5) winners from the Middle School Age Group pool, (b) five (5) winners from the High School Age Group pool, and (c) three (3) winners from the Adult Age pool.

5) **Prizes:**

- a) Middle School Age Group: A total of three (3) winning Projects will be awarded a prize consisting of one (1) gift card each with a value of three hundred dollars (\$300) and GWC swag. In the event of a winning Project with multiple collaborating Participants, the Lead Participant is responsible for splitting the gift card as they see fit; GWC will not split the awarded fees into two or more gift cards for a winning Project. Gift cards will be sent to the parent/guardian of the Lead Participant. Winners will also receive GWC Merchandise (ex: shirts, keychains, stickers, etc.), sent to either the Lead Participant or, in the event that home addresses can be collected from other collaborating Participants, directly to the parent/guardian of the Lead Participant and those collaborating Participants.

- b) High School Age Group: A total of four (4) winning Projects will be awarded a prize consisting of one (1) gift card each with a value of four hundred dollars (\$400) and GWC swag. In the event of a winning Project with multiple collaborating Participants, the Lead Participant is responsible for splitting the gift card as they see fit; GWC will not split the awarded fees into two or more gift cards for a winning Project Gift card will be sent to the Lead Participants if they are 18 years old or over; otherwise, the gift card will be sent to the parent/guardian of the Lead Participant who submits the Project. Winners will also receive GWC Merchandise (ex: shirts, keychains, stickers, etc.), sent to either the Lead Participant or, in the event that home addresses can be collected from other collaborating Participants, directly to the Lead Participant and those collaborating Participants or, if the Participant is under 18 years old, to their parent/guardians.

- c) Adult Age Group: A total of three (3) winning Projects will be awarded a prize consisting of one (1) gift card each with a value of five hundred dollars (\$500) and swag. In the event of a winning Project with multiple collaborating Participants, the Lead Participant is responsible for splitting the gift card as they see fit; GWC will not split the awarded fees into two or more gift cards for a winning Project Gift card will be sent to the Lead Participants if they are 18 years old or over; otherwise, the gift card will be sent to the parent/guardian of the Lead Participant who submits the Project. Winners will also receive GWC Merchandise (ex: shirts, keychains, stickers, etc.), sent to either the Lead Participant or, in the event that home addresses can be collected from other collaborating Participants, directly to the Lead Participant and those collaborating Participants or, if the Participant is under 18 years old, to their parent/guardians.

Neither the gift card nor the GWC merchandise may be exchanged for any amount. Winning projects may be featured on our social media feeds and newsletter. Potential winners will not receive any prizes until their eligibility and identity has been verified by GWC. For the avoidance of doubt, the odds of winning depend on the number of eligible entries received.

Each entrant Project is only eligible to win one (1) prize. If an entrant enters multiple Projects which the Prize Committee selects, only one of those projects will be eligible for a prize. Winners agree to accept the Prize "as is" and entrants acknowledge that neither GWC nor any administrators of the Challenge are in any way responsible or liable for any warranty, representation, or guarantee relative to the Prize, including warranties provided by the prize supplier. Additional terms and conditions may apply to the Prizes. GWC is not responsible or liable for any cancellations, losses, or damages associated with the Prize. Winner is solely responsible for any federal, state, and local taxes. No alternative prize, cash or other substitution, or sale, auction, donation, assignment or transfer of the

prize is permitted, except by GWC, which reserves the right to substitute the prize with another prize of comparable or greater value that will become effective upon announcement.

- 6) **Verification of Potential Winners:** Except where prohibited by law, potential winners may be required to sign and deliver to GWC, within 14 days of the date notice is given via email to the potential winner, an affidavit of eligibility (including the name and email address of a parent/guardian if the Participant is under the age of 18), proof of age at time of entry, and a liability/publicity/data consent release form in order to claim a prize. If the potential winner cannot be contacted, or fails to sign and return the affidavit of eligibility and liability/publicity release within the required time period, that potential winner forfeits the prize and an alternate winner will be chosen at GWC's discretion.
- 7) **Restrictions:** All entries must be received during the entry period set out by GWC. Failure to comply with these Rules may result in disqualification from any Challenge at the sole discretion of GWC.
- 8) **Intellectual Property; Publicity; Terms and Conditions:** GWC will treat your Project submissions in accordance with the terms and definitions within the Girls Who Code Terms of Use policy located at: <https://hq.girlswhocode.com/terms>. Except where prohibited by applicable law, participation in the Challenge constitutes consent to GWC's use of the Participant's name, project photograph, and story for promotional purposes, and that you hereby grant GWC a worldwide, irrevocable, non-exclusive, royalty-free, perpetual, sub licensable and transferable license to use, reproduce, distribute, prepare derivative works of, display, and perform the Project submissions in connection with the Site and GWC's business, including without limitation for publishing and redistributing part or all of your Project submissions (and derivative works thereof) in any media formats and through any media channels and, and you hereby waive any moral rights in your Project submissions, to the extent permitted by law. For the exclusion of doubt, all Project submissions will remain the property of the Participant who submitted the project. By entering the Challenge, you acknowledge that you (of, if you are under 18 years of age, you and your parent/guardian) have read the Girls Who Code Terms of Service and these Terms and Conditions and agree to be bound by its terms.
- 9) **Collection and Use of Personal Information:** GWC will collect personal information from you and the other Participants (including, for example, your name) that will be used by GWC in connection with the conduct of the Challenges including (but not limited to) notifying you and the other Participants if you are chosen as a winner, as well as use for the GWC business, such as providing you with future offers of challenges which may be of interest to you. The information will be treated in accordance with the GWC privacy policy at: <https://hq.girlswhocode.com/privacy>. By entering the Challenge, you

acknowledge that you have read and understood the GWC Privacy Policy and agree to be bound by its terms.

- 10) **General Conditions:** GWC reserves the right to cancel, postpone, suspend and/or modify the Challenges for any reason as determined by GWC in its sole discretion. GWC reserves the right in its sole discretion to disqualify any individual it finds to be: (a) providing false information; (b) tampering with the operation of the Challenges; (c) in violation of these Rules; or (d) acting in a fraudulent or deceptive manner. GWC's failure to enforce any of these Rules shall not constitute a waiver of that provision. GWC is not responsible for (i) lost/delayed projects submitted; (ii) email failures; (iii) any printing errors; or (iv) any typographical errors.

- 11) **Waiver.** To the fullest extent permitted by law, in exchange for the opportunity to enter and participate in a Challenge and win a Prize, you hereby waive, release and hold harmless (collectively, "**Release**") any and all rights, claims, damages, liabilities, costs, attorneys' fees, expenses, and causes of action whatsoever ("**Claims**") that you may have against GWC and its officers, directors, Clubs, employees and agents (the "**Released Parties**"). This Release covers, without limitation, any claims arising directly or indirectly out of your entry into and participation in the Challenge, your status as a Participant, and/or a potential and/or actual winner, including, without limitation, claims based on personal injury, death, property damage, libel, slander, defamation, invasion of privacy/publicity, portrayal in a false light and any claim relating to GWC's exercise of the publicity rights you have granted to GWC hereunder. Further, you hereby release the Released Parties from any third party intellectual property claims arising from or in connection with your entry. This Release survives the expiration of the Challenge.

- 12) **Indemnification.** You agree to release, indemnify and hold GWC harmless from any Claims in connection with the Challenge, or resulting from acceptance, possession, or use of a prize, including without limitation, personal injury, death and property damage, and Claims based upon intellectual property infringement, publicity rights, defamation, or invasion of privacy as well as Claims arising out of your breach of these Rules.

- 13) **Limitation of Liability:** GWC, its affiliated entities and the Clubs are not responsible for: (1) any incorrect or inaccurate information, whether caused by you, printing errors or by any of the equipment or programming associated with or utilized in the Challenges; (2) technical failures of any kind, including but not limited to the malfunctioning or unavailability of any computer, cable, network, hardware, software, Internet service or website; (3) unauthorized human intervention in any part of the entry process or the Challenges; (4) technical or human error which may occur in the administration of the Challenges or the processing of entries; or (5) any injury or damage to persons or property, including but not limited to your computer, hardware or software, which may be

caused, directly or indirectly, in whole or in part, from your participation in the Challenges or receipt, redemption or use of a Prize.

EXCEPT FOR THE REPRESENTATIONS AND WARRANTIES THAT CANNOT BY LAW BE WAIVED OR LIMITED BY CONTRACT, GWC HEREBY DISCLAIMS ANY AND ALL WARRANTIES, EXPRESS, IMPLIED, STATUTORY OR OTHERWISE WITH RESPECT TO THE CHALLENGES OR THE PRIZE, INCLUDING ANY IMPLIED WARRANTY OF MERCHANTABILITY OR FITNESS FOR A PARTICULAR PURPOSE. GWC SHALL NOT BE LIABLE FOR ANY DIRECT OR INDIRECT DAMAGES AND/OR EXPENSES ARISING OUT OF OR RELATED TO YOUR PARTICIPATION OR INABILITY TO PARTICIPATE IN THE CHALLENGES AND/OR YOUR USE OF THE PRIZE, OR FROM ACTS OF MISCONDUCT OF OTHER PARTICIPANTS OR THIRD PARTIES.

Unless prohibited by law, GWC's liability shall be limited to One U.S. dollar (US\$1.00).

- 14) **Governing Law and Jurisdiction.** These Rules, and all disputes and claims arising out of or in connection with them will be governed in accordance with the laws of the State of New York and the courts of New York, New York will have exclusive jurisdiction in any conflict or dispute arising in connection therewith.