

CISCO INTRODUCTION TO CYBERSECURITY LEARNATHON

Official Rules

NO PURCHASE NECESSARY TO ENTER OR WIN. A PURCHASE WILL NOT INCREASE YOUR CHANCES OF WINNING. VOID WHERE PROHIBITED OR RESTRICTED.

This Contest (the "Contest") opens on October 23, 2023, at 12:00 A.M. Pacific Time and ends on November 19, 2023, at 11:59 P.M. Pacific Time, or if earlier, until there are no more available prizes (the "Contest Period"). Entry into this Contest is acceptance of these Official Rules. This Contest is sponsored by Cisco Systems, Inc., 170 West Tasman Drive, San Jose, CA 95134 USA ("Sponsor" or "Cisco").

1. ELIGIBILITY.

This Contest is open to Cisco Networking Academy participants ("Participants" or "you") who are legal residents of the European Union, United Kingdom, Ukraine, Norway, Switzerland, Serbia, Montenegro, Albania, Bosnia Herzegovina, North Macedonia or Israel and age 18 years or older at the time of entry. This Contest is not open to: (1) employees or internally contracted vendors of Sponsor or its parent/subsidiaries, agents and affiliates; (2) the immediate family members or members of the same household of any such employee or vendor; (3) anyone professionally involved in the development or administration of this Contest; (4) employees or internally contracted vendors of governments and government-affiliated companies or organizations; or (5) any employee whose employer's guidelines or regulations do not allow entry in the Contest or acceptance of the prize(s).

NOTE: Any employee of a federal, regional, or municipal government entity or state owned/controlled entity must verify acceptance of any prize won by a participant does not violate their organization's ethics policy.

2. HOW TO ENTER.

Learn-A-Thon:

Follow these step-by-step instructions to enter the competition:

- Host a 4-week event at your Cisco Academy.
- Create a self-paced Introduction to Cybersecurity class **on the skillsforall.com** platform. Instructor must use the start date of October 23, 2023, and use the following naming convention when setting up the course: Learnathon2023_#EuropeanCyberCup_<Instructor Last Name>
- Register your class on the Learn-A-Thon website to participate; At registration, you must provide the correct course name and class ID. The class ID is the self-enroll link or course URL link from the Invite Learners tab once the course has been created. We will use the course name and class ID to track your student participants. Qualifying student participants are students that launch, interact, and complete course activities.
- Enroll students and/or share the link to the self-paced Introduction to Cybersecurity Course on skillsforall.com. Please encourage students to complete the course and earn the Introduction to Cybersecurity digital badge. All students who complete and pass the Introduction to Cybersecurity Course with a **70% or higher** will earn a digital badge to share on social media platforms.
- A total of twenty (20) prizes will be awarded. The top 20 instructors with the most student participants will win prizes. Only one prize per instructor will be awarded.
- The top sixteen (16) academies participating with the highest points will qualify to play and be invited to participate in the European CyberCup – Capture the Flag. These top 16 academies will select a team of four (4) students to represent their academy and compete head-to-head in the European CyberCup – Capture the Flag that launches on December 1, 2023. The point system will be the sum of the points collected in the following categories calculated as follows:
 - o 2 points multiplied by the number of student participants (students that launch, interact, and complete course activities)
 - o 3 points multiplied by the number of skilled students (students that complete any Quiz/Final exam (with a score of 70% or higher) OR complete the Course Feedback Survey)

- 4 points multiplied by the number of badge qualified students (Students that complete the Final Exam with a score of 70% (any attempt) or greater AND completes all questions on the Course Feedback Survey)
- The **Top Three (3) Performing Partners**: the top three (3) Academy Support Centers (ASCs) identified at registration by any participating Learn-A-Thon instructor will be entered to win one of the three top performing partner awards. The top three ASCs with the highest points collected using the following category calculations are as follows:
 - Academies active the last twelve (12) months will be calculated for their Academy European CyberCup participation rate
 - Points assigned based on the sum of the total student participants (qualifying student participants are students that launch, interact, and complete course activities) for the European CyberCup Learn-A-Thon competition
 - Points assigned based on the sum of the total of the new academies who joined the Cisco Networking Academy during the European CyberCup Learn-A-Thon competition

Impact Academy:

- Register your Academy to be recognized by Cisco for the top **Impact Academy Project**. The project team will consist of up to ten (10) members to represent their academy. This prize will be awarded to academies who can deliver a project at scale in your community in the following categories:
 - Underserved/underprivileged
 - Innovation
 - Sustainability

Innovation Partner:

- Register your Academy Support Center (ASC) to be recognized by Cisco for the top **Innovation Partner Award**. This award recognizes an innovative approach in driving academy participation in the European CyberCup – Capture the Flag competition. [Sign up](#) to enter your ASC's approach for the award focusing on the following criteria:
 - Overall Academy participation
 - Innovation and adoption techniques used (social media, other tools)
 - Learners reached
 - Impact on Community

Contributor Partners:

Gold Content Contributor Partners:

- [Register](#) your Academy Support Center (ASC) to help create and design questions and challenges for the Capture the Flag tournament that will occur in phase two of the European CyberCup – Capture the Flag competition.

National Award Contributor Partners:

- [Register](#) your Academy Support Center (ASC) to sponsor up to five academies in your country. The top five academies in your country with the most student participants will win prizes. The National Award Contributor Partner will provide a prize as agreed upon with Cisco Networking Academy team at registration.

Entries must be received during the Contest Period. Sponsor is not responsible for late, lost, delayed, damaged, misdirected, incomplete, void, corrupted, garbled, illegible, and/or unintelligible entries, or for any problems, bugs or malfunctions Participants may encounter when submitting their entry. Only complete valid entries will be accepted. Sponsor will not verify receipt of entries. Participants must provide all information requested to be

eligible to win. Sponsor reserves the right to disqualify false entries or entries suspected of being false. Incomplete, unreadable, or unintelligible entries, in the sole discretion of Sponsor, will be disqualified. All entries submitted become the sole property of Sponsor and will not be acknowledged or returned.

JUDGING CRITERIA.

Learn-A-Thon:

Top 20 Instructors:

Cisco will run reports to calculate the number of student participants enrolled in the Introduction to Cybersecurity courses that were registered for the Learn-A-Thon. The twenty winners will be the top instructors with the most student participants in the Introduction to Cybersecurity classes on www.skillsforall.com. The top twenty (20) instructor winners will be notified by November 24, 2023, by 11:59 P.M. Pacific Time (US).

In the event of a tie, the instructor that achieved the most student participants in the earliest time will be awarded the prize. Only one prize per instructor will be awarded.

Top 16 Academies:

Cisco will run reports to calculate the participating academies in the Introduction to Cybersecurity courses on www.skillsforall.com that were registered for the Learn-A-Thon. The sixteen (16) academies with highest points will be calculated using the sum of a point system in the following categories:

- 2 points multiplied by number of student participants
- 3 points multiplied by number of skilled students
- 4 points multiplied by number of badge qualified students

The top sixteen (16) qualified academies for European CyberCup will be notified by November 24, 2023, by 11:59 P.M. Pacific Time (US).

In the event of a tie, the academies that achieved the highest score in the point system above in the earliest time will be awarded the prize. Only one prize per academy will be awarded.

Top Three (3) Performing Partners:

Cisco will run reports to calculate the Academy participation rates, number of student participants enrolled and the number of new academies who joined and are participating in the European CyberCup Learn-A-Thon competition. The top three ASCs with the highest points collected using the following category calculations are as follows:

- Academies active the last twelve (12) months will be calculated for their Academy European CyberCup participation rate using the following point system:
 - 0% to 10% participation rate: 50 points
 - 11% to 20% participation rate: 100 points
 - 21% to 40% participation rate: 200 points
 - 41% to 60% participation rate: 400 points
 - 61% to 80% participation rate: 800 points
 - 81% to 100% participation rate: 1000 points
- Points assigned based on the sum of the total student participants for the European CyberCup Learn-A-Thon competition (1 point per student participant)
 - Bonus Point Levels:**
 - 250 participants: 50 bonus points
 - 500 participants: 50 bonus points
 - 750 participants: 50 bonus points

- 1000 participants: 100 bonus points
- 1500 participants: 100 bonus points
- 2000 participants: 200 bonus points
- Points assigned based on the sum of the total of new academies who joined the Cisco Networking Academy during the European CyberCup Learn-A-Thon competition (100 points per new academy)
 - Bonus Point Levels:**
 - +5 New Academies: 200 bonus points
 - +10 New Academies: 400 bonus points

The Top Three (3) Performing Partners will be notified by December 15, 2023, by 11:59 P.M. Pacific Time (US).

Impact Academy:

Cisco will recognize the top Impact Academy Project. This prize will be awarded to an academy who can deliver a project at scale with the largest number of student participants in the following categories:

- Underserved/underprivileged
- Innovation
- Sustainability

Cisco will run reports to calculate the number of student participants enrolled in the Introduction to Cybersecurity courses that were registered for the Learn-A-Thon. The top Impact Academy Project will be judged by analysis of the project and its impact by a Cisco leadership committee.

The top Impact Academy winner will be notified by December 15, 2023, by 11:59 P.M. Pacific Time (US).

Innovation Partner:

Cisco will recognize the top Innovative Partner. This prize will be awarded to an ASC who implemented an innovative approach in driving academy participation in the European CyberCup – Capture the Flag competition. It will be based on the largest number of student participants and the following categories:

- Overall Academy participation
- Innovation and adoption techniques used (social media, other tools)
- Learners reached
- Impact on Community

Cisco will run reports to calculate the number of student participants enrolled in the Introduction to Cybersecurity courses that were registered for the Learn-A-Thon. The top Partner Innovation award will be judged by analysis of the project and its impact by a three-person committee from the Cisco leadership team.

The top Innovative Partner will be notified by December 15, 2023, by 11:59 P.M. Pacific Time (US).

Gold Content Contributor Partners:

Cisco will recognize the Gold Content Contributor Partners for providing content for the European CyberCup – Capture the Flag competition. Content contributors will help create and design questions and challenges for our capture the flag competition that will occur in phase two of the overall competition. They will be recognized at the bottom of the dedicated Learn-A-Thon website section under “with the support of our Gold Content Contributor Partners:” and have their logos displayed in a horizontal list.

The Gold contributors will be notified by December 1, 2023, by 11:59 P.M. Pacific Time (US).

National Award Contributor Partners:

National Award Contributor Partners will provide prizes for up to five academies in your country. The top five academies will be the top academies with the most student participants registered in the Introduction to Cybersecurity classes on www.skillsforall.com of the European CyberCup competition. The National Award Contributor Partner will provide a prize as agreed upon with Cisco Networking Academy team at registration.

The top five (5) academy winners in your country will be notified by November 24, 2023, by 11:59 P.M. Pacific Time (US).

In the event of a tie, the academy of the supporting sponsor that achieved the most student participants in the earliest time will be awarded the prize. Only one prize per academy will be awarded.

PRIZES. Subject to the terms of these Official Rules, once confirmed by Sponsor, the winner(s) will receive the following:

Learn-A-Thon:

Top 20 Instructors:

- Top five (5) instructors (1 – 5) will each receive one (1) Cisco European CyberCup Backpack Kit with the following five Cisco Store items valued at USD \$548.00.
 - o Cisco Backpack - \$152.00
 - o Cisco Zip Hoodie - \$37.00
 - o Cisco Notebook - \$12.00
 - o Cisco Webcam Cover - \$4.00
 - o Cisco Sticker - \$3.00
 - o Twenty (20) Cisco T-shirts - \$310.00
- Top fifteen (15) instructors (6 – 20) will each receive one (1) Cisco European CyberCup Merchandise Kit with the following four Cisco Store items valued at USD \$396.00.
 - o Cisco Zip Hoodie - \$37.00
 - o Cisco Notebook - \$12.00
 - o Cisco Webcam Cover - \$4.00
 - o Cisco Sticker - \$3.00
 - o Twenty (20) Cisco T-shirts - \$310.00

Top 16 Academies:

- Top sixteen (16) academies participating with the highest points will qualify and be invited to participate in the European CyberCup. These top 16 academies will select a team of four (4) students to represent their academy and compete head-to-head in the European CyberCup that launches on December 1, 2023.

Top Three (3) Performing Partners:

- First Place Top Performing Partner winner will receive the following:
 - o Eight (8) Explore / full-access passes to Cisco Live in Amsterdam valued at USD \$400.00 each
 - o Exclusive invitation to a VIP face-to-face meeting at Cisco Live with Guy Diedrich, SVP and Head of the Digital Impact Office at Cisco
 - o Exclusive invitation to two (2) Visio workshops with Cisco Networking Academy and Digital Impact Office Leadership – organized from January to September 2024
- Second Place Top Performing Partner winner will receive the following:
 - o Four (4) Cisco Backpacks valued at USD \$136.00 each
 - o Four (4) Cisco Jackets valued at USD \$120.00 each
- Third Place Top Performing Partner winner will receive the following:
 - o Four (4) Cisco Jackets valued at USD \$120.00 each

Top Impact Academy:

- Top Impact Academy Project winner, consisting of up to ten (10) team members, will receive the following:
 - o Ten (10) Cisco Sweatshirt valued at USD \$55.00 each

- Project Impact Award plaque valued at USD \$50.00
- Project highlighted in Cisco Networking Academy Global Blog

Top Innovation Partner:

- Top Innovation Partner Award winner will receive the following:
 - Partner Innovative Award plaque valued at USD \$50.00
 - Project highlighted in Cisco Global social media

Gold Content Contributor Partners:

- The Gold Content Contributor Partners will be recognized at the bottom of the dedicated Learn-A-Thon website section under, “with the support of our Gold Content Contributor Partners:” and have their logos displayed in a horizontal list.

National Award Contributor Partners:

- The National Award Contributor Partner will provide a prize as agreed upon with Cisco Networking Academy team at registration to the top five (5) academy winners in your country. These top five (5) academy winners in your country will be notified by November 24, 2023, by 11:59 P.M. Pacific Time (US). The National Award Contributor Partner will award the prizes by January 30, 2024.

Limit one (1) prize per Participant. The approximate retail values are subject to change based on current market conditions at the time of prize fulfilment. Winners are not entitled to any surplus between actual retail value (ARV) of prize and stated ARV and any difference between stated ARV and actual value of the prize will not be awarded. No substitution, assignment, transfer, or cash redemption of any prize is allowed by Winner. Sponsor reserves the right to substitute a prize with another prize of equal or greater value should the advertised prize become unavailable for any reason. If applicable, prizes may be awarded in the form of voucher(s), coupon(s) and/or gift card(s) in Sponsor’s sole discretion. If a potential winner is unable to participate in or accept the prize or any portion of the prize for any reason, Sponsor shall have no further obligation to such potential winner. Neither Sponsor nor any of its prize suppliers will replace any lost or stolen prizes, cards or certificates after being awarded to winners. In no event will Sponsor be responsible for awarding more than the stated number of prizes.

NOTIFICATION OF WINNER(S). Winners will be notified by phone, mail and/or email, at Sponsor’s discretion. Sponsor’s decision will be final in all matters. Sponsor may also send potential winner(s) a declaration of eligibility / liability / publicity release (“Release”). Unless restricted by law, potential winners receiving such a Release may be required to complete and return it within the time period specified therein. The prize may be forfeited and, in such case, an alternate potential winner may in Sponsor’s discretion be selected from among the remaining eligible entries (using the criteria described above), if a potential winner: (i) cannot be reached; (ii) fails to obtain all signatures on the Release and to return the documents in a timely manner as required pursuant to these Official Rules; or (iii) cannot accept or receive the prize for any reason. Prizes will be sent to winner as quickly as practicable following notification (and receipt of any Release and related document, if applicable).

CONTENT AND LICENSE TERMS.

Originality: By participating in this Contest, Participant warrants and represents that his or her entry:

- is original and has been legally created, and that Participant owns all rights to the entry;
- does not infringe the intellectual property, privacy or publicity rights or any other legal or moral rights of any third party;
- has not been entered in any previous contest or won any previous award;
- has not been published or distributed previously in any media; and
- complies in all respects with the requirements set out in these Official Rules.

Third Party Rights. No part of any entry may depict recognizable third party marks, copyrights, brands or other property, unless Participant has obtained all proper licenses. The entry must not contain any elements that would infringe upon any third party’s rights (intellectual property or otherwise), and must not include any commercial content that: (1) promotes any product or service, other than one owned or branded by Sponsor, or (2) disparages Sponsor, its affiliates, partners, customers, competitors or any third party in any way. Sponsor’s determination as to whether Participant’s Submission potentially violates the rights of any third party is final.

Permissions and Releases. Participant acknowledge and agrees that he or she is responsible for obtaining any and all documents, policies and authorizations necessary to submit the entry to Sponsor in connection with this Contest, including but not limited to publicity releases, permits and venue permissions, as may be necessary; and Participant represents and warrants that he or she has done so and can make written copies of such permissions available to Sponsor upon request.

If applicable: Participant represents and warrants that he or she has obtained permission from each person whose name, image, likeness and/or voice ("Likeness") is included in any entry, and that such person(s) has/have granted Participant all necessary rights to use the person's Likeness as described in these rules, and that Participant can make written copies of such permissions available to Sponsor upon request. If the Likeness of a minor is included, such grant of rights must include written permission from the minor's parent or legal guardian authorizing the use of the minor's likeness on behalf of the minor. Participant represents and warrants that he or she has obtained written permission when filming or photographing any part of his or her entry on private property not owned or controlled by Participant, where such permission is required.

Additional Content Limitations. Participant's entry must not include anything in its theme or language that would offend parents whose young children view the entry, and must not include any nudity, sex, explicit activity, violence or drug use, nor any references to same.

License Grant. By submitting any entry in this Contest, Participant irrevocably grants Sponsor and its affiliates, legal representatives, assigns, agents and licensees, the unconditional, irrevocable and perpetual right and permission, royalty-free, to reproduce, encode, store, copy, transmit, publish, post, broadcast, display, publicly perform, adapt, exhibit and/or otherwise use or reuse (without limitation as to when or to the number of times used), for any purpose, the Participant's entry and ideas and materials contained therein, including, but not limited to, any recordings and performances contained therein (in each case, as submitted or as edited/modified in any way by the Sponsor, in its sole discretion), as well as to use Participant's Likeness, and/or statements regarding his/her participation in this Contest (with or without using the Participant's name) in any and all media without limitation as to time or territory, and without additional compensation or approval from the Participant, or any other party. Participant waives all intellectual property rights, privacy/publicity rights or other legal or moral rights that might preclude the Sponsor's use of the Submission, and agrees not to sue or assert any claim against Sponsor for the use of the Submission or Participant's Likeness or statements. The grant of rights under these Official Rules includes all rights of paternity, integrity, disclosure, and withdrawal and any other rights that may be known as or referred to as "moral rights" ("Moral Rights"). If Moral Rights cannot be assigned under applicable law, then to the full extent allowed by law, Participant hereby waives such Moral Rights in favor of Sponsor and consents to any action of Sponsor which would violate such Moral Rights in the absence of such consent.

GENERAL CONDITIONS.

The Contest is subject to applicable federal, state and local laws, and these Official Rules.

Each winner will be solely responsible for any local, provincial, country or any other applicable taxes, and any other costs, expenses and fees in connection with the prize. If applicable, the winner(s) may be issued an IRS Form 1099 or other tax documentation for the approximate retail value of any awarded prize.

Participant grants permission to Sponsor and its authorized representatives to use his/her name, address (city and state/province/territory/country), photograph, voice, and/or other likeness 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, consideration, review or approval.

Following the Contest Period, Sponsor shall not be required to retain records of any Entries.

By participating, Participant hereby: (a) agrees bound by these Official Rules, and the decisions of Sponsor, which shall be final and binding; and (b) waives any right to claim ambiguity in the Contest or these Official Rules, except where prohibited by law. Once submitted, an Entry cannot be deleted or cancelled.

If any prize involves travel, all potential winners are responsible for obtaining all necessary travel documents, including valid passports, visas and travel insurance, and complying with all health or other government regulations.

Participant acknowledges and agrees that Sponsor has neither made, nor is in any manner responsible or liable for, any warranty, representation or guarantee, expressed or implied, in fact or in law, relative to any prize or the Contest. All warranties are hereby disclaimed; and each potential winner will accept the Prize "AS IS." All

costs and expenses, including support services, not specifically listed above as part of the prize, are solely the winner's responsibility.

In the event of a dispute as to the source of any Entry, the authorized account holder of the email address used to enter will be deemed to be the person making the Entry. The authorized "account holder" is the natural person assigned an email address by an Internet access provider, online service provider or other organization responsible for assigning email addresses for the domain associated with the submitted address.

Subject to applicable law, Sponsor reserves the right in its discretion, to (a) cancel, terminate, modify or suspend this Contest and these Official Rules, for any reason, at any time and without any liability, and (b) limit or restrict participation in the Contest, upon notice.

All Participants are solely responsible for compliance with any applicable laws, rules and regulations, contractual limitations and/or office or company policies, if any, regarding Participant's participation in trade promotions or acceptance of promotional prizes; and by entering this Contest, Participant confirms that he or she is not in violation of any of the foregoing and has obtained the consent of his or her employer to participate, if applicable. If a Participant is not permitted to accept any received prize, then the Participant may return such prize to Sponsor; and Sponsor will refund the cost of shipment, as appropriate.

Use of any automated entry device or software is prohibited. Creation or use of multiple accounts for registration or participation in the Contest is prohibited. To the extent the Contest uses or requires functionality of any third party website (e.g., social media sites or platforms that enable broad communications, collaboration and/or posting of videos), you understand that the Contest is not sponsored by such third parties, and further agree to follow the policies on such website(s), as applicable. Sponsor reserves the right to disqualify any Participant it finds to be tampering with the entry process or the operation of the Contest or violating these Official Rules, or otherwise acts in an uncooperative, unsportsmanlike, disruptive, abusive, or threatening manner; and Sponsor reserves the right to cancel the Contest should it suspect fraud or for reasons out of the control of Sponsor. Disputes regarding these Official Rules and/or this Contest will be governed by the internal laws of California. **CAUTION: ANY ATTEMPT TO DELIBERATELY DAMAGE OR UNDERMINE THE LEGITIMATE OPERATION OF THE CONTEST MAY BE IN VIOLATION OF CRIMINAL AND CIVIL LAWS AND WILL RESULT IN DISQUALIFICATION FROM PARTICIPATION IN THE CONTEST. SHOULD SUCH AN ATTEMPT BE MADE, SPONSOR RESERVES THE RIGHT TO SEEK REMEDIES AND DAMAGES (INCLUDING ATTORNEY FEES) TO THE FULLEST EXTENT OF THE LAW, INCLUDING CRIMINAL PROSECUTION.**

Sponsor is not responsible for: (a) lost, late, misdirected, undeliverable, incomplete or indecipherable entries due to system errors or failures, or faulty transmissions or other telecommunications malfunctions and/or entries; (b) technical failures of any kind; (c) failures of any of the equipment or programming associated with or utilized in the Contest; (d) unauthorized human and/or mechanical intervention in any part of the submission process or the Contest administration; (e) technical or human error which may occur in the administration of the Contest or the processing of entries; or (f) other factors beyond Sponsor's reasonable control. Sponsor is not responsible for injury or damage to any Participant's or any other person's computer related to or resulting from participating in the Contest or downloading materials from or use of the Site.

If for any reason the Contest is not capable of running as planned by Sponsor, including infection by computer virus, bugs, tampering, unauthorized intervention, fraud, technical failures, or any other causes which, in Sponsor's sole determination, corrupts or affects the administration, security, fairness, integrity, or proper conduct of this Contest, Sponsor reserves the right at its sole discretion to cancel, terminate, modify or suspend the Contest. If Contest is cancelled prior to the end of the Contest Period, for the reasons stated above, notice will be posted on the Contest website; and some or all of the prizes may, in Sponsor's sole discretion, be awarded to potential winners to be selected (using the judging criteria described above) from among all the remaining uncorrupted entries received up until the time of modification or cancellation.

Sponsor shall not be liable to any Participant or other person for failure to supply any prize or any part thereof, by reason of the prize becoming, for reasons beyond the reasonable control of Sponsor, unavailable or impracticable to award, or for any force majeure event, technical or equipment failure, terrorist acts, labor dispute, or act/omission of any kind (whether legal or illegal), transportation interruption, civil disturbance, or any other cause similar or dissimilar beyond Sponsor's control.

LIMITATIONS OF LIABILITY AND RELEASE. PARTICIPANT AGREES THAT SPONSOR, ITS

AFFILIATES, DIVISIONS, SUBSIDIARIES, RESELLERS, DEALERS, DISTRIBUTORS, ADVERTISING/PROMOTION AGENCIES, AND ALL OF THEIR RESPECTIVE OFFICERS, DIRECTORS, EMPLOYEES, CONTRACTORS, REPRESENTATIVES AND AGENTS (“RELEASED PARTIES”) WILL HAVE NO LIABILITY WHATSOEVER FOR, AND WILL BE RELEASED AND HELD HARMLESS BY PARTICIPANT FOR ANY CLAIMS, LIABILITIES, OR CAUSES OF ACTION OF ANY KIND OR NATURE FOR ANY INJURY, LOSS OR DAMAGES OF ANY KIND INCLUDING DIRECT, INDIRECT, INCIDENTAL, CONSEQUENTIAL OR PUNITIVE DAMAGES TO PERSONS, INCLUDING WITHOUT LIMITATION DISABILITY OR DEATH. WITHOUT LIMITING THE FOREGOING, EVERYTHING ON THE SITE AND IN CONNECTION WITH THE CONTEST IS PROVIDED “AS IS” WITHOUT WARRANTY OF ANY KIND, EITHER EXPRESS OR IMPLIED, INCLUDING BUT NOT LIMITED TO, THE IMPLIED WARRANTIES OF MERCHANTABILITY, FITNESS FOR A PARTICULAR PURPOSE, AND NON-INFRINGEMENT. SOME JURISDICTIONS MAY NOT ALLOW THE LIMITATIONS OR EXCLUSION OF LIABILITY FOR INCIDENTAL OR CONSEQUENTIAL DAMAGES OR EXCLUSION OF IMPLIED WARRANTIES, IN WHICH CASE SUCH LIMITATION OR EXCLUSION SHALL APPLY ONLY TO THE EXTENT PERMITTED BY THE LAW IN THE RELEVANT JURISDICTION.

PUBLICITY. Participant acknowledges and agrees that Sponsor may use the Contest (including any submission) for publicity, advertising or other marketing purposes, in any media, and may use the name, likeness, and hometown name and/or prize information of potential winners as part of that publicity, without additional compensation to the potential winners.

PRIVACY. All personal information collected by Sponsor will be used for the administration of the Contest and in accordance with Sponsor's privacy policy. Any questions regarding privacy matters should be directed to the address set out below. Please refer to Sponsor's privacy policy located at <http://cisco.com/web/siteassets/legal/privacy.html> for important information regarding the collection, use and disclosure of personal information by Sponsor.

OFFICIAL RULES AND WINNERS' LIST. For a copy of these Official Rules or the names of winners, please send your request to netacad-learnathons@external.cisco.com. The winners list will be available after December 22, 2023.

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