

TERMS OF PARTICIPATION

FIRST® LEGO® League Explore in Germany, Austria and Switzerland

By the registration of your team, you as the team coach agree with having read the following terms of participation and follow them. You are responsible to forward the terms of participation to all team members, if necessary, co-coaches, mentors as well as to further persons involved in the team.

1. Coach

Each team must appoint at least one adult coach (min. 18 years). She/he is in charge of the team and co-coaches during the season.

For the communication with the FIRST LEGO League Organization (HANDS on TECHNOLOGY e.V. and the regional partners), the coach must indicate a valid email address that will be used to provide all important information according to the program and the exhibition.

The coach guides the team during the whole season (from team registration to the final event). If there is a change and another coach is taking over the coach position, HANDS on TECHNOLOGY e.V. must be informed within the next 5 working days. To take over an existing team the new coach needs to confirm the terms of participation as well. If the coach does not dissent with the terms of participation within 5 working days after taking over the team the terms are considered to be accepted.

The coach can get support and advice from other co-coaches. Adult co-coaches can create their own coaches account and then have you link them to the team (see menu item "Register co-coach" in the account). They will then have full access to the team data and automatically receive the season updates with all relevant information about the educational programme.

Underage co-coaches cannot create their own coaches account for youth protection reasons, but can accompany and support the team during the meetings and the tournament. As a coach, you can manually link underage co-coaches to the team (see menu item "Register co-coach" in the account).

In order to ensure the well-being of the participating children, HANDS on TECHNOLOGY e.V. reserves the right to obtain a current extended certificate of good conduct from coaches, regional partners and mentors.

2. Team

Each team that wants to participate in the exhibition should consist of up to 6 children aged between 6 and 10. Deadline for the age restriction is the 1st of January of the year when the missions are published.

If more than 6 children per coach wish to participate, an additional team (or several additional teams) must be registered.

A team member cannot simultaneously be registered in several teams and may only take part in the program if officially registered by the coach online in the coach account.

The assigned team number must be used for each correspondence with HANDS on TECHNOLOGY e.V. – that includes bank transferal and address specifications. If there are delays in the logistics process (e.g., due to non-assignable receipt of payment), HANDS on TECHNOLOGY e.V. may charge extra costs.

3. Costs

After registration, each team will receive an invoice for the participation fee and the costs for the materials (detailed costs: see price list in the appendix). Teams that receive funding will receive a funding code prior to registration, which they enter during the registration process. Teams whose participation costs have already been paid are not eligible for funding.

The timely receipt of payment by HANDS on TECHNOLOGY e.V. is a requirement for participation in *FIRST* LEGO League Explore and the shipping of the materials.

Fees for registration and materials are non-refundable. There are no exceptions to this process regardless of reason.

4. Materials

The season's *FIRST* LEGO League Explore Set and the related printed materials will be sent at the end of July/beginning of August of the current season to the delivery address specified by the coach (only if the invoice is paid).

If the shipment cannot be delivered (e.g., due to holiday time, wrong address, etc.), HANDS on TECHNOLOGY e.V. may charge the re-shipment.

5. Deregistration

HANDS on TECHNOLOGY e.V. must be informed as soon as possible if a team cannot take part in the exhibition. Deregistration notices to individual regional partners are not accepted. In case of deregistration, no costs can be refunded.

HANDS on TECHNOLOGY e.V. is entitled to exclude teams from *FIRST* LEGO League Explore due to significant reasons (e.g., a serious coach intervention in the team's work). Already paid fees will be withheld.

6. Image Rights

During the running *FIRST* LEGO League Explore season, there can be media coverage, including print, online and TV. The coach is responsible for providing a photo permission for each team member of their legal guardian. Should a child not be able to present a photo permission, participation of the child in the exhibition is not recommended, as HANDS on TECHNOLOGY e.V. cannot guarantee that no photo or video recordings of the child will be made.

All rights of use on pictures or other materials been taken within the context of *FIRST* LEGO League Explore in Germany, Austria and Switzerland reside with HANDS on TECHNOLOGY e.V. The usage outside of the *FIRST* LEGO League Explore in Germany, Austria

and Switzerland context is only permitted after having received a written confirmation by HANDS on TECHNOLOGY e.V.

Appendix: Price list

The following costs will be invoiced when participating in *FIRST* LEGO League Explore (per team):

Participation Fee	100,00 Euro
Materials (Explore Set, incl. handbooks)	65,00 Euro
Package and Postage	
Germany	14,00 Euro
Austria	25,00 Euro
Switzerland	42,00 Euro
Total costs:	
Germany	179,00 Euro
Austria	190,00 Euro
Switzerland	207,00 Euro