

COMPETITION RULES

Definitions

'Enterprise' means a team taking part in the Business Heroes competition.

'Intellectual Property Rights' means all patents, designs rights, trade marks, trade and business names and all associated goodwill, rights to sue for passing off, copyright, moral rights and related rights, rights in databases, domain names, rights in information (including know-how and trade secrets) and all other similar or equivalent rights existing now or in the future in any part of the world, in each case whether registered or unregistered and including all applications for, and renewals or extensions of, such rights for their full term).

'Managing Director' means a participant nominated by their enterprise to lead their activities.

'Participant' means an individual taking part in the Business Heroes competition.

Important dates

Corporate entry date: All corporate entries must be submitted by 7 October 2010.

Student entry date: All students wishing to participate in the competition must submit their entry by 12 October

Competition launch date: All participants must attend an event in London on 21 October 2010.

Competition closing date: All funds raised and unused seed funding must be passed to Save the Children by 27 January 2011.

Business Heroes Award Ceremony: All participants are invited to attend this event in London on 27 January 2011.

RULES

General

1. All enterprises and participants must agree to comply with all Business Heroes competition rules.
2. Each participant is personally responsible for understanding and complying with competition rules and agrees to comply with all reasonable requests of Save the Children.
3. Save the Children reserves the right to disqualify enterprises or participants from the competition at any time it sees fit.
4. Save the Children reserves the right to alter any aspect of the competition or how it is run or managed.
5. Judges from Save the Children will adjudicate the competition and all awards granted at the end of the competition. All decisions by Save the Children in relation to awards will be final.

Enterprises

6. Each enterprise must consist of no more than seven participants. Each enterprise must comprise of at least two students and at least two employees of a participating corporation or organisation. Student members must be current undergraduates at a UK university on the closing date for student entries.

7. Each enterprise must appoint a Managing Director and inform Save the Children of that appointee. Only the Managing Director has the authority to recommend any member of their enterprise be disqualified from the competition should they feel they have contributed insufficiently to the enterprise, have broken the competition's rules, or have otherwise acted inappropriately. Participants nominated for disqualification have the right to appeal to Save the Children who will then rule on disqualification or otherwise. The decision of Save the Children is final.

8. Participants who wish to drop out during the competition must inform their Managing Director as soon as possible. Managing Directors must inform Save the Children immediately. Where possible and time-permitting Save the Children will aim to help Managing Directors recruit a replacement participant but this cannot be guaranteed.

Use of seed funding

9. Each Business Heroes enterprise receives £1,000 in seed funding. These funds may only be used to raise money for Save the Children (e.g. in the purchase of stock, in marketing products or activities, or to cover the costs of hosting an event). Seed funding may not be used for any other purpose. The inappropriate use of seed funding will result in immediate disqualification and the full amount of seed funding will be repayable immediately on demand. Each enterprise must record all seed fund expenditure during the competition and provide such records to Save the Children by no later than the competition closing date.

10. Participants will only be able to claim seed funding by submitting valid receipts as proof of purchase. If the full £1,000 is not spent, the remaining value cannot be claimed.

Use of funds raised

11. All income raised by a Business Heroes enterprise must be donated to Save the Children. Participants must not take a cut for themselves or for any other purpose.

Awards

12. The 2010 Business Heroes of the Year award is given at the discretion of Save the Children.

13. The award will be given to the enterprise that raises the most money from its initial £1,000 investment between the competition launch date and competition close (see above dates).
14. We anticipate that enterprises will raise most of their funds from the sales of goods, tickets, services or other activities directly related to the use of their seed funding. However the following will also be included in each enterprise's grand total:
 - a. personal donations
 - b. other donations in the form of sponsorship
 - c. matched funding from employers.
15. The following will be excluded from the enterprises grand total:
 - a. Any sums raised through Gift Aid. (Gift Aid can be obtained for some fundraising activities but not all. Save the Children encourages enterprises to collect Gift Aid authorisations wherever possible and appropriate. However, funds raised from Gift Aid will not count towards enterprise targets, totals or prizes.)
 - b. Any un-spent seed funding provided by companies involved in the competition.
16. Save the Children reserves the right to discount funds raised if we deem it appropriate (e.g. if fundraising activities are deemed to contravene the principles of fair competition or the general spirit of the Business Heroes competition).
17. Funds raised or donated after the competition closing date will not be counted towards prizes and enterprises' final totals.

Excluded goods and services

18. No enterprise may sell any goods, offer services or conduct any other activity that may be detrimental to the reputation of Save the Children or the Business Heroes competition. Furthermore, enterprises must not conduct activities detrimental to the reputation of any participating organisation or participant. Activities must not contravene Save the Children's code of conduct or child safeguarding policy, which are both available on request. Save the Children rules forbid any activity involving the sale of pornography, armaments and illegal drugs.

VAT

19. VAT may need to be paid on any enterprise that raises £70,000 or more. Any team which anticipates substantially exceeding their target of £10,000 should contact Save the Children who can issue advice on how to manage VAT accounting records.

Limit of liability

20. To the extent allowed by law, Save the Children shall not have any liability to participants for any reason arising out of or connected in any way with the competition.

Intellectual Property

21. The participants agree that all rights, titles and interests in any Intellectual Property Rights created by the participants in relation to the competition will be assigned to Save the Children to the fullest extent allowed by law. Participants also waive any and all moral rights attached to any and all materials, documents and resources created in relation to the competition.

Data Protection

22. Save the Children will comply with all relevant data protection legislation when storing and processing participant's personal details received during the competition.
23. The participants agree that by entering the competition Save the Children may use their personal details to run the competition in accordance with these terms and conditions and for related purposes such as promoting the competition in our publications and announcing and publicising the winning enterprise.

Governing law

24. The competition and these rules shall be governed by the laws of England and Wales and subject to the exclusive jurisdiction of the English Courts.