

SNOWFLAKE HACKATHON 2026 OFFICIAL RULES

The following rules, terms and conditions (“**Official Rules**”) govern your entry to and participation in the Snowflake Hackathon 2026 (“**Hackathon**”). By registering or submitting an Entry to the Hackathon, you agree to be bound by these Official Rules.

NO PURCHASE OR PAYMENT NECESSARY. A PURCHASE OR PAYMENT OF ANY KIND WILL NOT INCREASE YOUR CHANCES OF WINNING. THE HACKATHON IS SUBJECT TO ALL APPLICABLE LAWS AND VOID WHERE PROHIBITED.

SPONSOR RESERVES THE RIGHT TO MAKE CHANGES TO THESE OFFICIAL RULES AT ANY TIME. SPONSOR WILL USE REASONABLE EFFORTS TO NOTIFY THE PARTICIPANTS OF ANY MATERIAL CHANGES VIA THE HACKATHON SITE OR OTHER APPROPRIATE COMMUNICATION CHANNELS.

1. SPONSOR. The sponsor of the Hackathon is Snowflake Inc. (address for various offices published at <https://www.snowflake.com/legal/snowflake-contracting-entities/>), together with its subsidiaries and affiliates (“**Sponsor**”), with support from AJUNG Networks, DataKnows, Elev8, Nexttrade, and SPH (collectively “**Hackathon Partners**”).
2. DATES AND TIMELINE. Sponsor’s computer will be the Hackathon’s official clock, and all times are provided in Korea Standard Time (“**KST**”). The Hackathon begins on March 17, 2026 at 6:00PM and concludes with the announcement of the Winners at an in-person final round on April 29, 2026 at or around 4:00PM (the “**Hackathon Period**”). The Hackathon Period consists of numerous rounds, as further described below. Before the start of each period or round, the Sponsor reserves the right to postpone or modify the start or end date of that period or round.
 - 2.1. Registration Period: March 17, 2026 at 8:00PM to April 5, 2026 at 11:59PM. Please see Section 4 (Registration and Entry Requirements) for further information on the registration process.
 - 2.2. Submission Period: April 1, 2026 at 12:00AM to April 12, 2026 at 11:59PM. Please see Section 4 (Registration and Entry Requirements) for further information on the submission process.
 - 2.3. Judging Period: April 13, 2026 at 12:00AM to April 29, 2026 at 12:00PM. Please see Section 8 (Criteria and Selection) for further information on each judging round of the Hackathon.
 - 2.3.1. Round 1: April 13, 2026 at 12:00AM to April 20, 2026 at 12:00PM.
 - 2.3.2. Round 2: April 29, 2026 at 4:00PM.

3. ELIGIBILITY.

- 3.1. Eligible Individuals. The Hackathon is only open to teams (each, a **“Team”**) of 1-4 persons (each, a **“Participant”**) who (1) is a resident of South Korea, (2) works toward solving a problem statement as described more fully on the Hackathon Site, and (3) is not otherwise ineligible as described in Section 3.2 (Ineligible Persons) below.
- 3.2. Ineligible Persons. The following persons are not eligible to enter the Hackathon: (i) current employees of Sponsor (including any entity that may be acquired by Sponsor during the Hackathon period) and their immediate family (spouse, parents, siblings, or children) or household members; (ii) current employees of Hackathon Partners and their immediate family (spouse, parents, siblings, or children) or household members, (iii) current employees of Hackathon Judges and their immediate family (spouse, parents, siblings, or children) or household members; (iv) current employees of an entity in which Sponsor has invested and holds an ownership interest; (v) persons who are professionally involved in the Administration of the Hackathon; (vi) persons who are on any restricted or prohibited party list maintained by the U.S. Departments of Commerce, State and the Treasury; or (vii) persons who are not residents of, or are domiciled outside of, Korea.
- 3.3. All Finalists are subject to eligibility verification before any prizes are awarded. See Section 5 (Verification) for further information.
- 3.4. All Participants are responsible for ensuring they are in compliance with any employment or other contract to which they are a party, including, for example, eligibility to participate in promotions and acceptance of prizes.

4. REGISTRATION AND ENTRY REQUIREMENTS.

- 4.1. Registration. During the Registration Period, all Participants who wish to participate in the Hackathon must complete and submit the official registration form through <https://www.snowflake.com/snowflake-hackathon-2026-korea/> (**“Hackathon Site”**). Each Participant shall submit an individual registration form, regardless of whether they participate individually or with other Participants.
- 4.2. Submission. During the Submission Period, Teams which have registered during the Registration Period are eligible to submit the required information and materials through the Hackathon Site (together with the registration form, an **“Entry”**). Once the Submission Period has ended, the Entry cannot be changed or updated. Incomplete Entries and Entries submitted outside of the Submission Period are invalid and will not be considered. Entries cannot be acknowledged. Sponsor is not responsible for any errors, omissions, or failures in submission of any Entry or in the

Team not maintaining accurate contact information.

- 4.2.1. Technical Track submissions shall include: business problem or project topic; source code for the developed solution (submitted as a ZIP file); a downloadable link to presentation slides describing the project and technical approach; a demonstration video of the developed prototype (maximum length: ten (10) minutes); and additional supporting materials, if applicable.
- 4.2.2. Business Track submissions shall include: business problem or project topic; a downloadable link to presentation slides describing the proposed solution; a downloadable link to a presentation video describing the solution; and additional supporting materials, if applicable.

4.3. Entry.

- 4.3.1. LIMIT ONE (1) ENTRY PER TEAM. Each Team is permitted one (1) entry into the Hackathon. If a Team submits multiple entries, only the last version submitted will be considered. Any prior entries will be disqualified and will not be considered. Entries are void if they are in whole or part illegible, incomplete, damaged, altered, counterfeit, obtained through fraud, or late.
- 4.3.2. Language. All Entries, including any oral presentations, must be in Korean.
- 4.3.3. ADDITIONAL REQUIREMENTS FOR ENTRIES. Each Team is entirely responsible for the Entry, in whole or in part. By submitting an Entry and participating in the Hackathon, the Team represents and warrants that the Entry:
 - a. does not contain any defamatory, offensive or otherwise inappropriate materials;
 - b. is original, not copied, in whole or in part, and is exclusively owned and gratuitously provided without any restriction or limitation on use;
 - c. does not infringe or misappropriate of any intellectual property rights or confidential or proprietary information of any third party;
 - d. does not contain any confidential or proprietary information of any entity or person;
 - e. does not contain any material that violates any privacy or publicity right of any person;
 - f. does not reflect any duty of attribution, or any compensation obligation;

- g. does not contain any content that would violate any law, statute, ordinance, rule or regulation, or any agreement with another person or entity;
- h. does not contain software viruses, Trojan horses, worms, time bombs, bots, or any other computer code or files that are designed to disrupt damage, impact, or limit the functioning of any software or hardware in any way; and
- i. is not misleading and is true and accurate.

Sponsor, in its sole discretion, reserves the right to remove the Entry, in whole or in part, from the Hackathon Site for any violation of these Official Rules.

- 4.4. **Snowflake Account.** To facilitate the development of a solution, Sponsor is providing a free trial account to Participants. Participants must access the sign-up link available on the Hackathon Site and will be directed to accept the Self-Service Trial Terms: Self-Service On Demand Terms of Service (available for review at <https://www.snowflake.com/legal/>). Each trial account is provided with a \$400 credit.
 - 4.5. **Datasets.** It is the responsibility of each Team to ensure they have obtained any necessary rights to use the data that they include as part of their submission. To the extent there are license requirements associated with any datasets utilized as part of the Entry, it is the Team's responsibility to ensure they have complied with all license requirements. Teams must list all datasets that they utilized in the creation of or used as part of their Entry. For any datasets that were not identified by Sponsor, Teams must also include a link or copy of the applicable license.
 - 4.6. **Pre-Selected Datasets.** Sponsor will identify pre-selected datasets provided by Hackathon Partners to utilize during the Hackathon. Teams may use these pre-selected datasets solely for the purposes of participating in the Hackathon. Teams may not distribute, share, or publish the pre-selected datasets. All copies of pre-selected datasets must be deleted immediately following the conclusion of the Hackathon.
5. **VERIFICATION.** During the Hackathon Period, the Sponsor, the Hackathon Partners, and/or the Hackathon Judges will evaluate the Entry for the Team's compliance with these Official Rules and satisfaction of the minimum requirements for the Entry to be judged in the Hackathon. Sponsor reserves the right, in its sole discretion, to disqualify any Entry that it ascertains does not meet the requirements for the Entry and these Official Rules during or after the Hackathon Period. Sponsor further reserves the right before awarding any prize, to have the Team execute a declaration (or affidavit) of compliance and agreement with these Official Rules, compliance with all applicable Laws, and/or confirmation of eligibility, a publicity release, and a copyright license in connection with any round of the Hackathon.

6. RIGHTS.

- 6.1. Intellectual Property. Subject to the licenses described below, any applicable intellectual property rights to an Entry (including the submission materials and presentation content) will be owned by and remain with the submitting Team.
- 6.2. License Grant. By entering the Hackathon, Team grants to the Sponsor and any other third parties acting on the Sponsor's behalf, a royalty-free, non-exclusive, worldwide, irrevocable license to display publicly and use the Entry for promotional and any other purposes in perpetuity without further consideration or payment of any type. This license includes, but is not limited to, posting, or linking to the Entry on Sponsor's and Hackathon Partners' websites and applications, including the Hackathon Site, and displaying and promoting the Entry in any other media, worldwide, including publication of the Participant's name, solution, images, video URL, and website URL.
- 6.3. Representation and Warranty. Each Participant represents and warrants that the Sponsor and Hackathon Partners are free to use the Entry in the manner described above, as provided or as modified by the Sponsor, without obtaining permission or license from any third party and without any compensation to the Participant.

7. JUDGING. Eligible Entries will be evaluated by a panel of judges selected by the Sponsor for each round of the Hackathon (the "**Hackathon Judges**") as further specified in Section 8 (Criteria and Selection). Hackathon Judges will include employees of the Sponsor, the Hackathon Partners, and/or external industry specialists. Judging will take place in two rounds in accordance with Section 8 below. All decisions of the Hackathon Judges and Sponsor are final, non-appealable, and binding, and in their sole discretion applying the criteria to the Entries. By participating in the Hackathon, each Participant agrees they have no right to request, and Sponsor has no obligation to disclose the assessment of its Entry at any time for any round of the Hackathon or in the entirety of the Hackathon.

8. CRITERIA AND SELECTION. All eligible Entries will be reviewed by Hackathon Judges to select three (3) finalists (each, a "**Finalist**") in each track (Technical Track and Business Track). Following the selection of the Finalists, Finalists will present their prototypes or solutions live at the final round (which will be held in-person in Seoul) on April 29, 2026. The top three (3) winners (each a "**Winner**") in each track will be announced following the live presentations. Hackathon Judges will evaluate Entries based on the following criteria:

- 8.1. Technical Track.
- Creativity (25%)
 - Snowflake expertise (25%)
 - AI expertise (25%)
 - Realism (15%)

Presentation and storytelling (10%)

8.2. Business Track.

Creativity (25%)

Snowflake alignment (25%)

Marketability (25%)

Feasibility (25%)

Presentation and storytelling (10%)

9. PRIZES.

- 9.1. Prize Package. The Teams whose Entries are selected as the top three (3) highest scoring Entries in each track by the Judges will each receive a prize as follows (one prize per winning Team, regardless of the number of Participants on that Team):

Technical Track

1st prize - MacBook Pro 14inch - M5 Pro Chip, 15 Core, 24 GB Memory, 1TB SSD (valued at approximately 3,490,000 KRW)

2nd prize - Mac Mini - M4 Chip, 24GB Memory, 256GB Storage (valued at approximately 1,119,000 KRW)

3rd prize - Shilla Hotel Accommodation Voucher - Room-only (Deluxe) (valued at approximately 847,000 KRW)

Business Track

1st prize - MacBook Air 13inch - M4 chip, 10-core CPU, 8-core GPU, 16GB Memory, 256GB Storage (valued at approximately 1,590,000 KRW)

2nd prize - Air Pods Max (valued at approximately 769,000 KRW)

3rd prize - The Parkview Dining Voucher (The Shilla Seoul) (valued at approximately 416,000 KRW)

- 9.2. Forfeiture of Prize. If a selected Winner cannot be contacted, is ineligible, or fails to claim their prize, the prize may be forfeited.

- 9.3. Non-Transferable. The prize is not transferable or assignable to any other person or entity. Prizes have no cash value and cannot be substituted except in the sole discretion of Sponsor. If the actual value of a prize is less than the stated approximate retail value, the difference will not be awarded. Sponsor will not replace any lost or stolen prizes. Participants are solely responsible for any and all taxes that apply to prizes.

10. PRIVACY. Sponsor may collect personal data from and about a Participant in accordance with the [Privacy Notice](#) (“**Privacy Notice**”) and as otherwise described in these Official Rules. By participating in the Hackathon, the Participant expressly agrees to the collection

and use of personal information submitted, consistent with the Privacy Notice, in connection with the activities of Sponsor in promoting and administering the Hackathon, and in regards to any activities of the Sponsor in connection with its business related to the Hackathon.

11. GENERAL CONDITIONS.

11.1. By entering the Hackathon, Participant agrees that these Official Rules are the controlling rules for the Hackathon and Participant agrees to be bound exclusively by these Official Rules and the decisions of Sponsor.

11.2. Sponsor is not responsible for lost, late, incomplete, or misdirected Entries; lost, interrupted or unavailable network, server or other connections; miscommunications, computer or software malfunctions; transmission problems; technical failures; garbled transmissions; damage to user's software or transmission devices; or other errors or malfunctions of any kind, whether human, mechanical, electronic or otherwise that may occur in connection with the Hackathon.

11.3. If for any reason, the Hackathon is not capable of proceeding as planned for reasons outside the control of Sponsor which, in the sole discretion of Sponsor, may impact the administration, security, fairness, integrity or proper conduct of the Hackathon (or any portion thereof), Sponsor reserves the right, to cancel, terminate, modify, or suspend the Hackathon (or any portion thereof) and, in that event, the Sponsor will have no further obligation to any Participant.

11.4. Sponsor also reserves the right in its sole discretion to disqualify any Participant if they are found to be: (a) tampering or attempting to tamper with the entry process or the operation of the Hackathon, or any website maintained or operated by Sponsor; (b) using any robotic, macro, automatic programmed or like type of entry methods; (c) violating these Official Rules; or (d) engaging in unethical, inappropriate or disruptive action or conduct, or taking any action inconsistent with these Official Rules, the fairness of the Hackathon and the reputation of Sponsor.

11.5. Any failure to enforce any terms of these Official Rules will not constitute a waiver of that provision or bar Sponsor from enforcing that term subsequently in connection with the Hackathon. The headings in these Official Rules are inserted for convenience and identification only, and are not intended to describe, interpret, define or limit the scope or intent of these Official Rules for the Hackathon. By submitting an Entry, each Participant waives any right it may have to claim ambiguity of these Official Rules or any advantage or any impact on interpretation of these Official Rules that may arise from any such ambiguity claim. These Official Rules will be construed by Sponsor in its sole discretion, its decisions will be binding and final.

12. WARRANTIES. Without limiting any other terms of these Official Rules, by participating in the Hackathon, each Participant represents and warrants that its participation will comply

with these Official Rules and that it has sufficient rights in the Entry (including the related submission materials) to authorize the publication and dissemination thereof as contemplated in these Official Rules. No Participant will seek the assistance of any officer, director, employee of Sponsor apart from these Official Rules and the Hackathon to attempt to gain any advantage.

13. PUBLICITY AND LICENSE GRANT. Except where prohibited by law, by submitting an Entry, each Participant expressly grants Sponsor and Hackathon Partners a license and consent to use, in their sole discretion, the name, country location, photo or likeness, and/or the background of the Participant, and the Entry and submission materials, in whole or in part, in connection with the Hackathon, in any form of media, now known or hereafter created, worldwide, without further permission, payment, or any other consideration.
14. INTELLECTUAL PROPERTY OF SPONSOR. You agree that nothing in these Official Rules or in any other statements made in connection with the Hackathon, grants to any Participant the right or license to use any intellectual property of Sponsor. Participant will not use the name, trademarks, service marks, logos, any copyrighted material or any other intellectual property of Sponsor (collectively, “**Sponsor IP**”) without the express written consent of Sponsor, which Sponsor may withhold in their sole discretion. Further, Participant agrees that it will not use as its own, any service mark, service name, trade name, trademark, design or logo(s) confusingly similar to those part of or otherwise embodied in the Sponsor IP. Sponsor retain all rights, including media rights, to promote the Hackathon and the background and story of the Hackathon, including any Participant’s participation in the Hackathon in its sole discretion.
15. NO OBLIGATION OF PROGRAM ENTITIES RE SUBMISSION MATERIALS. Each Participant acknowledges that third parties may submit information to Sponsor separate from the Hackathon that may contain information, ideas, concepts, and approaches similar to, or the same as, those any Participant submits or submitted to the Hackathon, and that Sponsor may already be working on information, ideas, concepts, and approaches similar to, or the same as, those the Participant submits or submitted to the Hackathon. By entering, each Participant acknowledges and agrees that the Sponsor’s actions with respect to another entry or work of its own or of any third party, even if similar to, or the same as, the Participant’s Entry, will not create any liability of any kind to Sponsor or others involved in the Hackathon. Each Participant also acknowledges and agrees that participation in the Hackathon, receipt of a prize and/or designation as a Finalist or Winner does not create any obligation on the part of the Sponsor to promote, use in any way, or to take any further action regarding the Entry or submission materials of the Participant or the Participant’s involvement in the Hackathon apart from these Official Rules.
16. RELEASE AND LIMITATION OF LIABILITY.
 - 16.1. BY PARTICIPATING IN THE HACKATHON, EACH PARTICIPANT AGREES AND ACKNOWLEDGES THAT TO THE EXTENT PERMITTED BY APPLICABLE LAW:

(A) ANY AND ALL DISPUTES, CLAIMS, AND CAUSES OF ACTION ARISING OUT OF OR IN CONNECTION WITH THE HACKATHON, INCLUDING AS APPLICABLE ANY PRIZE AWARD, WILL BE RESOLVED INDIVIDUALLY, WITHOUT RESORT TO ANY FORM OF CLASS ACTION; (B) ANY AND ALL CLAIMS, JUDGMENTS, SETTLEMENTS, AND AWARDS WILL BE LIMITED TO REASONABLE, ACTUAL THIRD-PARTY, OUT-OF-POCKET COSTS INCURRED (IF ANY) NOT TO EXCEED \$1,000 USD, BUT IN NO EVENT WILL ATTORNEYS' FEES BE AWARDED OR RECOVERABLE; (C) UNDER NO CIRCUMSTANCES WILL ANY PARTICIPANT BE PERMITTED TO OBTAIN ANY AWARD FOR, AND HEREBY KNOWINGLY AND EXPRESSLY WAIVES ALL RIGHT TO SEEK, PUNITIVE, INCIDENTAL, CONSEQUENTIAL OR SPECIAL DAMAGES, LOST PROFITS, AND/OR ANY OTHER TYPE OF DAMAGES, OTHER THAN ACTUAL OUT-OF-POCKET THIRD PARTY EXPENSES ACTUALLY INCURRED (IF ANY) NOT TO EXCEED \$1,000 USD, OR ANY RIGHT TO HAVE ANY DAMAGES MULTIPLIED OR OTHERWISE INCREASED; AND (D) EACH PARTICIPANT IRREVOCABLY WAIVES ANY RIGHT TO SEEK INJUNCTIVE OR EQUITABLE RELIEF.

16.2. Nothing in the Official Rules will exclude or limit the liability of either party to the other for: death or personal injury arising out of negligence; fraud or fraudulent misrepresentation; or any other liability that cannot be excluded or limited by law.

17. ADDITIONAL TERMS.

17.1. Each Participant assumes any and all risks associated with the posting and use of the Entry, submission materials, travel and activities arising from or in connection with the Hackathon, and expressly waives and releases any and all claims or causes of action against the Sponsor, their officers, employees, representatives, and agents for any and all injury and damage of any nature whatsoever (whether existing or thereafter, whether direct, indirect, or consequential, and whether foreseeable or not), arising from the Entry, submission materials and presentation content, including but not limited to the ideas submitted to the Hackathon, and any travel or other activities arising from or in connection with the Hackathon.

17.2. This Hackathon is in no way sponsored, endorsed or administered by, or associated with Facebook, LinkedIn, or X. The Participants release Facebook, LinkedIn, and X from all liability in relation to the Hackathon.

18. INDEMNIFICATION. YOU AGREE TO DEFEND, INDEMNIFY AND HOLD THE SPONSOR (AND HACKATHON JUDGES, HACKATHON PARTNERS, AND ANY OTHER PERSONS ADMINISTERING THE HACKATHON) AND EACH OF THEIR EMPLOYEES, REPRESENTATIVES, AGENTS, ATTORNEYS, AFFILIATES, DIRECTORS, EMPLOYEES, OFFICERS, MANAGERS, AND SHAREHOLDERS (THE "**INDEMNIFIED PARTIES**") HARMLESS FROM ANY DAMAGE, LOSS, COST, OR EXPENSE (INCLUDING WITHOUT LIMITATION, ATTORNEYS' FEES AND COSTS) INCURRED IN CONNECTION WITH ANY

THIRD-PARTY CLAIM, DEMAND, OR ACTION (“**CLAIM**”) BROUGHT OR ASSERTED AGAINST ANY OF THE INDEMNIFIED PARTIES, ALLEGING FACTS OR CIRCUMSTANCES THAT WOULD CONSTITUTE A BREACH OF ANY PROVISION OF THE THESE OFFICIAL RULES BY THE PARTICIPANT OR ARISING FROM, RELATED TO, OR CONNECTED WITH YOUR ENTRY, SUBMISSION MATERIALS, AND PARTICIPATION IN ANY WAY IN ANY ASPECT OF THE HACKATHON, INCLUDING RECEIPT OF ANY PRIZE. IF YOU ARE OBLIGATED TO PROVIDE INDEMNIFICATION PURSUANT TO THIS PROVISION, SPONSOR MAY, IN THE SPONSOR’S SOLE DISCRETION, CONTROL THE DISPOSITION OF ANY CLAIM AT YOUR SOLE COST AND EXPENSE. WITHOUT LIMITATION OF THE FOREGOING, YOU MAY NOT SETTLE, COMPROMISE, OR IN ANY OTHER MANNER DISPOSE OF ANY CLAIM WITHOUT THE SPONSOR’S EXPRESS WRITTEN CONSENT.

19. **GOVERNING LAW AND JURISDICTIONS.** All issues and questions concerning the construction, validity, interpretation, and enforceability of these Official Rules and/or the rights and obligations of each Participant, or the rights and obligations of the Sponsor, Hackathon Judges and anyone involved in administering the Hackathon will be exclusively governed by and construed in accordance with the internal laws of the State of Delaware without giving effect to any choice of law or conflict of law rules or provisions that would cause the application of the laws of any other country or jurisdiction. Any litigation arising out of, in connection with, or relating to these Official Rules must be filed and pursued exclusively in the State or Federal courts in Wilmington, Delaware, and each Participant participating in the Hackathon, and any related person or entity, consents to the jurisdiction of and venue in the state or federal courts in Wilmington, Delaware.
20. **WINNER’S LIST.** For a list of Winners, visit the Hackathon Site following the conclusion of the Hackathon.