
Capture the Flag Competition Terms & Conditions

Promoter

1. The promoter of the competition is **Immersive Labs Limited**, a company registered in England and Wales (company number 10553244) with its registered office address at Runway East, 1 Victoria Street, Bristol, BS1 6AA (**Promoter**).
2. **Partner Company**

The Partner Company of the competition is CyberKnight Technologies (**Partner Company**).

Competition

3. The Promoter has created a special curriculum of "labs" (**Competition Labs**) which will be available at no cost to Participants.

Eligibility

4. The Competition is open to all individuals in the Middle East and Levant region aged [18] years or over, except employees of the Promoter or Partner Company, their families, agents or any third party directly associated with the administration of the competition (**Participants**). Only one entry per person is permitted. The number of Participants in the Competition shall be limited to 5,000.

How to Enter

5. Upon registration with your coupon code, Participants will be able to access the Competition Labs online at Immersive Labs platform which the Participants can attempt to complete. The Participants shall accumulate points upon completion of the labs.

Competition Period

6. **The opening date for entries is 11am GST (GMT+3) on 6 September 2020. The closing date of the prize draw is 11:00PM GST (GMT+3) on 12 September 2020.** Entries received after this time will not be counted.
7. The Promoter and Partner Company accept no liability or responsibility for entries not successfully completed for any reason regardless of cause including but not limited to technical fault, technical malfunction, computer hardware or software failure, satellite, network or server failure of any kind.

Winners

8. The winners shall be the Participants with the highest number of cumulative points relating to the Competition Labs at the end of the Competition Period. There are 2 winners to be announced - 1st and 2nd place. In circumstances where there are multiple users with the same highest score, the winner shall be selected at random from the group of individuals with the joint highest score.

The Prize(s)

9. The winner #1 will each receive 2,500 USD cash voucher, 5 Immersive Labs licenses till end of year for the winning Organization and additional 20% discount on licenses purchased until year end. The winner #2 will receive 5 Immersive Labs licenses for 3 months for the winning Organization and additional 10% discount on licenses purchased until year end.

Winners

10. The winner(s) will be announced by CyberKnight and will also be notified by email (using details provided at registration). If a winner does not respond within 7 days of being notified, then the winner's prize will be forfeited, and the Promoter will be entitled to select another winner in accordance with the process described above.
11. The prize will be sent to the winner by email within 21 days of being notified of their win.
12. The prize for the winner is non-exchangeable, non-transferable and no cash alternative is offered.
13. The decision of the Promoter and Partner Company regarding any aspect of the Competition is final and binding and there is no obligation on the Promoter or Partner Company to enter into any correspondence with any of the Participants relating to any aspect of the Competition.
14. Participants are deemed to have accepted and agreed to be bound by these terms and conditions upon entry. The Promoter reserves the right to refuse entry, or refuse to award the prize to anyone in breach of these terms and conditions.
15. The Promoter and Partner Company reserves the right to hold void, cancel, suspend, or amend the Competition where it becomes necessary to do so (to be reasonably determined in the Promoter's sole discretion).

Data Protection and Publicity

16. Personal data supplied during the course of this promotion will be processed in accordance with the Promoter's privacy notice at <https://immersivelabs.com/legal> and the Promoter shall act in accordance with all applicable data protection legislation.

Ownership of Competition Entries and Intellectual Property Rights

17. All competition entries and any accompanying material submitted to the Promoter will become the property of the Promoter on receipt and will not be returned.