Terms and Conditions – European Money Quiz

1 December 2017

**Entering the Competition**

# The competition is open to students aged 13-15 years from Albania, Austria, Belgium, Bulgaria, Croatia, Czech Republic, Estonia, Finland, France, Germany, Greece, Hungary, Iceland, Ireland, Italy, Latvia, Lithuania, Liechtenstein, Luxembourg, Montenegro, Netherlands, Norway, Poland, Portugal, Serbia, Slovak Republic, Slovenia, Spain, Sweden and the United Kingdom.

# Students are entitled to take part irrespective of the subjects they are studying.

# To enter, participants must:

# Formulate a username for your classroom to be used in all registration/communication with the organisers of the European Money Quiz: (Country Abbreviation) (Postcode)\_(School’s name initials)\_(Classroom number/letter)

# E.g.: St. John’s School, Belgium, Mr. John Doe’s class – 3B = BE1000\_SJS\_3B

# Registration will be managed by the participating national banking federations. In some countries, participants might be asked to register online to be able to join the national finals.

**Contacts and Privacy**

# If asked to register at the national level, participants might be asked to provide details on their school and contact details of the teacher representing the classroom. EBF and its members will only use this information in relation to the competition and will not use it for any other purposes whatsoever.

# By entering their personal data, the participating students and teachers agree to the publication of the name of the winning team and its members on the websites of the EBF and/or its national association and in promotional material.

# National winners agree to be featured in photographs and/or video taken at the European final event in Brussels on 8 May 2017.

**Picking the winners**

# The winner at the national level will be the classroom with the most correct answers in the shortest amount of time, answering the questions via the Kahoot! online platform.

# National banking associations will announce only the top five participants in their country.

# National winners should acknowledge their willingness to join to European finals within seven days of the closing date of the competition. Should the national banking association be unable to contact the winner or should the winner be unable to accept the prize, the national banking association reserves the right to award the prize to an alternative winner, drawn in accordance with these terms and conditions.

# Each national winning classroom must select two students and one adult (a parent or teacher) as chaperone to travel to Brussels for the European final. EBF and its members are not responsible for selecting the two students.

# National banking associations will make contact with the winning team to arrange travel to the European final Brussels.

# In the European finals, participants play in teams of two per country, in their national language. All questions in the national finals are run simultaneously in multiple languages. The European winners will be the participating team with the most correct answers to the questions in the shortest amount of time, as identified via the Kahoot! platform. The winning team will be declared on the spot.

# The winning team will receive a prize for their classroom.

**Some other rules**

# EBF and its members accept no responsibility for any damage, loss, liabilities, injury or disappointment incurred or suffered by participants as a result of entering the competition or accepting the prize.

# EBF further disclaims liability for any injury or damage to participants or any other person's IT devices relating to or resulting from participation in or downloading any materials in connection with the competition.

# The prize does not include travel insurance, personal expenditure or incidental costs, other than where mentioned.

# It is the responsibility of the prize winner to ensure they have a valid ID and travel insurance and obtain any necessary visas and parental/legal tutor permissions for their trip.

# EBF and its members retains the right to disqualify any participant suspected of cheating in any form and remove their results from the database of players.