

CONFERENCE CHALLENGE COMPETITION TERMS AND CONDITIONS

1. The Promoter

The promoter is: Cranfield University, a registered charity under number RC000151 of College Road, Cranfield, Bedfordshire, MK43 0AL ("Promoter").

2. The competition

2.1 The title of the competition is the Conference Challenge Competition.

2.2 The competition consists of a daily online word game made available via QR code during IWA World Water Congress & Exhibition (<https://worldwatercongress.org/>) ("**Conference**"). Participants compete each day to achieve the fastest completion time. One winner will be selected for each day of the Competition Period.

3. How to enter

3.1 The competition will run from 4th October 2026 (the "**Opening Date**") to 8th October 2026 (the "**Closing Date**") inclusive (the "**Competition Period**").

3.2 A separate daily competition will operate on each day of the Competition Period.

3.3 To enter the competition, participants must:

- (a) scan the QR code provided by the Promoter at the Conference;
- (b) access the Conference Challenge game using their own device;
- (c) complete the daily game during the applicable daily competition period which will be communicated to the participants on the day; and
- (d) provide a valid name and email address when requested.

3.4 Participants may also provide details of their organisation, although this is optional.

3.5 Entry is free and no purchase is necessary.

3.6 Only one entry per person per daily competition is permitted.

3.7 The Promoter will not accept:

- (a) entries completed outside the applicable daily competition period; or
- (b) responsibility for competition entries that are corrupted, not successfully completed or transmitted, lost, mislaid, damaged or delayed in transit, regardless of cause, including, for example, equipment failure, technical malfunction, systems, satellite, network, server, website, computer hardware or software failure of any kind.

- 3.8 The Promoter reserves the right to refuse, reject or disqualify any entry which:
- (a) does not comply with these Terms and Conditions;
 - (b) is incomplete or illegible;
 - (c) contains false or misleading information;
 - (d) appears to have been generated through automated means; or
 - (e) is otherwise deemed invalid by the Promoter acting reasonably.
- 3.9 By submitting a competition entry, you are agreeing to be bound by these terms and conditions.

4. Eligibility

- 4.1 The competition is only open to Conference attendees, except:
- (a) employees of the Promoter or its holding or subsidiary companies;
 - (b) employees of agents or suppliers of the Promoter or its holding or subsidiary companies, who are professionally connected with the competition or its administration; or
 - (c) members of the immediate families or households of (a) and (b) above.
- 4.2 In entering the competition, you confirm that you are eligible to do so and eligible to claim any prize you may win. The Promoter may require you to provide proof that you are eligible to enter the competition.
- 4.3 There is a limit of one entry per person each day. Entries on behalf of another person will not be accepted, and joint submissions are not allowed.
- 4.4 The Promoter reserves all rights to disqualify you if your conduct is contrary to the spirit or intention of the prize competition.

5. The prize

- 5.1 One prize will be awarded in respect of each daily competition. The prize consists of a branded Cranfield University, EBIC and WIRe goody bag. Participants may enter on multiple days but may only win one prize during the Competition Period. If a previous winner achieves the highest-ranked result on a subsequent day, the prize will be awarded to the next highest-ranked eligible participant. There is no cash alternative for the prize. The Promoter reserves the right to substitute the prize with a prize of equal or greater value should it be necessary to do so.
- 5.2 The prize is not negotiable or transferable.
- 5.3 In order to claim the prize you must claim it from the Promoter, details set out in Clause 7 below.

6. Winners

- 6.1 One winner will be selected for each day of the Competition Period.
- 6.2 Winners will be ranked automatically by the Competition platform based on the shortest completion time achieved in the relevant daily challenge.
- 6.3 Where two or more participants achieve the same completion time, the participant requiring the fewest guesses to complete the challenge will be ranked higher.
- 6.4 If participants remain tied following the application of clause 6.3, the Promoter reserves the right to select a winner at random from the tied participants.
- 6.5 The Promoter's decision in relation to the Competition, including eligibility and winner selection, shall be final.

7. Claiming the prize

- 7.1 Winners will be notified by email and must collect prizes from the Promoter's exhibition booth 700 by 13:30, 8th October 2026. Unclaimed prizes may be reallocated at the Promoter's discretion.
- 7.2 The prize may not be claimed by a third party on your behalf.

8. Limitation of liability

- 8.1 Insofar as is permitted by law, the Promoter, its agents or distributors will not in any circumstances be responsible or liable to compensate the winner or accept any liability for any loss, damage, personal injury or death occurring as a result of taking up the prize except where it is caused by the negligence of the Promoter, its agents or distributors or that of their employees. Your statutory rights are not affected.

9. Intellectual Property

- 9.1 For the purposes of this clause, "Intellectual Property Rights" means patents, copyright, trademarks, database rights, design rights, rights in software and other intellectual property rights, whether registered or unregistered.
- 9.2 All Intellectual Property Rights in and to the Competition, the Conference Challenge game, the Competition platform and any associated content, materials, branding, logos and promotional materials are owned by or licensed to the Promoter.
- 9.3 Participation in the Competition does not grant any participant any right, title or interest in any Intellectual Property Rights relating to the Competition, the Conference Challenge game or any associated materials.
- 9.4 Participants may access and use the Conference Challenge game solely for the purposes of participating in the Competition. Participants must not copy, reproduce, distribute, modify, adapt, reverse engineer, decompile or otherwise seek to exploit

the Conference Challenge game or any part of the Competition platform, except as permitted by applicable law or the Promoter.

- 9.5 All trademarks, logos and brand names displayed in connection with the Competition remain the property of their respective owners.

10. Data protection and publicity

- 10.1 Promoter takes your data privacy very seriously and uses your information to provide the products and services you have requested from it. Promoter may, under legitimate interest, provide other opportunities which may be of interest.
- 10.2 Promoter will not sell, license or trade your information without your consent.
- 10.3 For more information about how your data will be processed, please see Promoter's privacy policy at www.cranfield.ac.uk/privacy. Where required, the Promoter may share your information across Cranfield University and with its commercial subsidiaries.
10. You can opt out of marketing communications from the Promoter at any time.

11. General

- 11.1 If there is any reason to believe that there has been a breach of these terms and conditions, the Promoter may, at its sole discretion, reserve the right to exclude you from participating in the competition.
- 11.2 The Promoter reserves the right to hold void, suspend, cancel, or amend the prize competition where it becomes necessary to do so.
- 11.3 These terms and conditions are governed by English law. If any entrants to this promotion wish to take court proceedings, then they must do this within the courts in the United Kingdom.