

RACE 4 GOOD

Where the Best and Brightest Compete

RACE 4 GOOD: UNIVERSITIES

TERMS AND CONDITIONS

CONTENTS

Competition in General

Overall Award

- Student Award
- Student Benefits
- Business Leader/Alumni Award and Benefits

Eligibility

- Student Eligibility
- Business Leader/Alumni Eligibility
- Student Profile
- Business Leader Profile

Application/Registration Process

- Student Application
- Business Leader/Alumni Registration

Team Selection

- Student Selection
- Business Leader/Alumni Selection

Team Member Commitment

- Student Commitment
- Business Leader/Alumni Commitment

Teams

- Team Compilation
- Student Team Leads

Team Support

- R4G Staff
- Advisory Group
- Local Guide

Business Plan Research

Travel

- Student Travel
- Business Leader/Alumni Travel

Booking Fee/Costs

- Booking fee

Bookings Flights and Medical Cover

Communications

- Inter-team Communications
- Interaction with Business Leaders

PR and Media

Fundraising

Data Protection

Intellectual Property Terms and Conditions



COMPETITION IN GENERAL

All parties involved in the Race4Good (R4G) competition agree to adhere to the R4G Terms and Conditions in full. The phrase 'during the competition' refers to the period when teams are selected until the point winning teams are announced. In the case of the winning team, this period is extended until they return from their front line experience.

- A competition will be confirmed once the booking fee has been paid in full.
- Booking Terms and Conditions apply.
- The official competition language is English.
- Costs involved in developing the business plan, budget and presentation, attending judging sessions and briefings, and participating in the competition generally, cannot be claimed by individuals or teams, or deducted from the project budget.
- The use of additional funds from any source and for any purpose is not allowed during the competition and during implementation of the project.
- Teams have 21 days from the official competition launch date until midnight on the official competition end date to submit their business plan. Unless a different timeframe was agreed between universities and R4G organisers from the outset.
- Teams cannot confer, collaborate or share information with other teams taking part in any R4G competition running at the same time.
- Teams found to have submitted a plan which is not entirely their own work, may be disqualified.
- Depending on the wishes of the universities taking part in a R4G competition, students may be supported by Alumni from their university or Business Leaders from the area. For simplicity, when we refer to 'Business Leaders' throughout this document and on the website, it refers to Business Leaders and/or Alumni.
- All members of a student team must be available and participate throughout the 21 days.
- R4G organisers retain the right to permanently withdraw a team or a team member during the competition.
- Team members must behave with respect, understanding, and compassion toward each other and all those that they engage with and attempt to mitigate and solve disputes internally where possible. If, however, a team member is unreasonably absent, not participating, or in other ways disrupting the process, the team is encouraged to discuss the issues with R4G Operations.
- Business Plans submitted as part of the competition may be published and implemented.
- Winning projects may need to be adjusted on the ground to meet their full potential.

OVERALL AWARD

STUDENT AWARD

Students from the winning team will be flown or transported to the relevant country to spend time with the community, and have the chance to see the first phase of their winning project implemented.

- There is no cash or other prize alternative.
- Students in a winning team who, for any reason, are unable to join their team on the front line experience on the allocated dates forfeit their award; additional travellers or substitutes are not allowed, and alternative dates are not available.
- Students from non-winning teams are not eligible for a front line experience.
- Teams are allocated a specific community which cannot be changed.

- A chance to win a sponsored trip to visit the community you have worked with and be part of the implementation of your winning business plan.

STUDENT BENEFITS

- Be part of a unique, global programme and gain satisfaction from helping a challenged community in need.
- Apply your learning and quick-start your transition from study to the real world.
- Gain exposure to other cultures and start to develop global citizenship.
- Develop intercultural communications skills.
- Enhance your problem solving and innovation skills.
- Enhance your CV and employability.
- Develop relationships with students from other faculties and with leading business people.
- Network with other universities.
- Benefit from cross-fertilization of ideas.
- Receive mentorship from a leading business person in a business relevant to your field of study.
- Be part of an exciting, high profile, inaugural programme and help shape it for future events.

For full benefits for students see: [THE RACE](#)

BUSINESS LEADERS/ALUMNI AWARD AND BENEFITS

Business Leaders from the winning team can opt to join a front line experience to the country to spend time with their community and have the chance to see the first phase of the winning project implemented, if they pay their costs in full and there is availability.

- There is no cash or other prize alternative.
- Business Leaders must cover their travel, accommodation, meals and all other front line experience costs in full.
- There is a maximum budget of US\$5,000 available to the winning student team to implement their project in the community, unless an alternative budget has been agreed with R4G organisers in advance.
- Teams are allocated a specific community which cannot be changed.
- Be part of a unique, global programme and gain satisfaction from helping a challenged community in need.
- Apply your skills and experience in a different and challenging context and benefit from the 'stretch'.
- Gain exposure to other cultures and enhance your global citizenship stripes
- Expand your intercultural communication skills.
- Use the full breadth of problem solving and innovation skills.
- Network with business people from across sectors.
- Mentor a top student in your area of expertise, work uniquely with experts in other fields and benefit from cross-fertilization of ideas.
- Be part of an exciting, high profile programme, help shape it for future events, and have the opportunity to accompany Linda on a future front line trip.

For full benefits for Business Leaders see: [THE RACE](#)

ELIGIBILITY

STUDENT ELIGIBILITY

- Students will currently be studying at one of the universities participating in the competition.
- Will be aged 26 years or less on the official competition launch date.

- Must be available on key competition dates including pre-briefing, launch/closing events and during the competition.
- Be prepared to work and contribute to their team and meet the estimated time commitment.
- Have received permission from their faculty head to enter the competition and, if aged 21 years or younger, permission from their parents or legal guardian.
- Students who have previously been a member of a R4G winning team may not enter future competitions as a student date (unless they are taking part in a follow up competition).
- Know of no reason why they could not travel to the country in question (consider valid passport, proposed dates of travel, health issues, access issues, parental permission, exclusion from destination country, previous commitment). If students have any concerns, they should contact R4G organisers before applying.
- Have read the competition Terms and Conditions in full, understand them and agree to abide by them.
- Individual students who do not complete and/or fully contribute to the 21-day competition and/or who are not present for judging without a valid reason, will not be eligible for the award; the decision of the R4G organisers is final and will be based on feedback from Business Leaders and appropriate university staff.

BUSINESS LEADER/ALUMNI ELIGIBILITY

- Business Leaders who have previously been a member of a R4G winning team may not enter another competition within 12 months of the previous competition's end date (unless they are taking part in a follow-up knock-out competition).
- Must be available on the majority of key competition dates including pre-briefing, launch/closing events and during the competition.
- Have read the competition Terms and Conditions in full, understand them and agree to abide by them.

STUDENT PROFILE

The following is an example profile for a student who wishes to take part in a Race4Good – Universities.

- You will be a highly-motivated university student.
- You will be keen to make a difference, have a social conscience, an interest in the third world and be passionate for change.
- Your skills include the ability to work in a team, be self-directed, project management, research and analysis and you will be confident with media and technology.
- You will be imaginative, creative, respectful.
- If you have not yet travelled, you will be interested in doing so and have a natural curiosity about the wider world.
- You consent for your details to be included in Race4Good media/case studies and website.

BUSINESS LEADER PROFILE

The following is an example profile for a business leader who wishes to support a student team. Don't worry if you do not tick all the boxes – contact us to discuss.

- You will be a senior business person viewed as a leader in your field.
- You will have an interest in the third world and believe in making a difference.
- You support a business-led approach to solving a problem for a third world community.
- You will be interested in using your skills, business acumen and experience to:
 - Assist in a problem-solving process
 - Effect sustainable change in a third world community
 - Mentor a top university student

- You will be strategic, imaginative, creative and altruistic. You will be a great role model for young people who are just starting out
- You will be excited about the opportunity to stretch yourself professionally and personally, to work across sectors with other leading business people and with top university students.
- You consent for your details to be included in Race4Good media/case studies and website.

APPLICATION/REGISTRATION PROCESS

STUDENT APPLICATION

Student selection is generally based on an application form and accompanying presentation in the form of an essay or video. The application process can be tailored to meet the needs of the universities taking part.

- Students can submit a maximum of one student entry form per competition.
- The entry form and presentation are entirely the student's work, are original, and previously unpublished or distributed.
- Entries received after the deadline will not be accepted.
- Entries cannot be edited or resubmitted once submitted to R4G organisers.
- Selection will be based on the entry form and presentation which will be rated for imagination, creativity, humour, practicality and feasibility.
- R4G organisers are unable to provide feedback on entry forms and presentations.

Essay option: typed, Word format, 1,000 words or less, English, in a clear font size 12.

Video option: 3 minutes or less, English.

The scenario for the essay or video is:

You have three open return economy tickets to anywhere in the world. You have \$5,000 in cash. Select two other people to go with you. Tell us how you will 'change the world' with what you have.

BUSINESS LEADER/ALUMNI REGISTRATION

Business Leaders are asked to send an email to the R4G team, subject title 'Business Leader/Alumni Registration' and including:

- A short statement summarising why they want to take part (max 300 words).
- The competition they wish to be involved in (date).
- Details of current job, job title and organisation.
- What expertise and experience they would bring to the team and as a potential mentor for a student during the competition. Tick all which apply:
 - Business plan development
 - Market opportunities /Emerging Markets
 - Project planning
 - Communications
 - Marketing
 - Accounting
 - Engineering
 - Research and Development
 - Presentation Skills
 - Other: specify:
- If they have travelled to the country or continent in question (i.e. the country in which the chosen community is based); whether for business or pleasure, depth of knowledge of that country/continent.

- Any volunteering experiences?
- What university they attended, if applicable, and their major?
- Contact information – name, telephone number, email address (on which they can receive personal emails), Skype ID, etc.

Universities are expected to take full responsibility for approaching and securing sufficient Business Leader/Alumni support for their team(s). The R4G team will support universities by providing marketing materials and potential leads, where available. Universities will also take full responsibility for ensuring student safety and welfare during the competition.

TEAM SELECTION

STUDENT SELECTION

Students will be allocated a team, subject to availability.

- Students give permission for R4G organisers to contact a university official with the purpose of confirming permission, that the student is currently studying and their date of birth.
- Students will be selected and allocated a team by the R4G team, unless agreed otherwise with the participating university(ies).
- The decision of the R4G team is final.
- Students will be notified by email.
- Students will be selected from a variety of fields of study; for competitions involving two or more universities successful applicants from the same university will be on the same team.
- In the case of an inter-university competition, teams will be formed from a variety of faculties.

BUSINESS LEADER/ALUMNI SELECTION

- Business Leaders will be allocated a team, subject to availability.
- If oversubscribed, Business Leaders will be selected by the R4G team.
- The decision of the R4G team is final.
- Business Leaders will be notified by email.

To learn more about Student Team Selection see: [JOIN THE RACE](#)

TEAM MEMBER COMMITMENT

STUDENT COMMITMENT

- 4 hours in the week prior to competition launch to cover launch event and briefing.
- Followed by minimum of ten hours per week for 3 weeks.
- Half a day for judging.
- Report every 2 days to their allocated Business Leaders to keep them informed of progress, or more regularly if the Business Leaders require it.
- Communicate daily (or as required) with their fellow team members and R4G organisers via Basecamp.
- Agree to their details being used for the purposes of registering their interest in the R4G competition and that their entry form and attachment may be shared with appropriate university staff and other members of the R4G organising team.
- Have access to a computer and the internet.

BUSINESS LEADER/ALUMNI COMMITMENT

- Business Leaders should be available via electronic media and ideally for three face to face meetings with the student team during the competition.
- Business leaders should be available, where possible, for the judging, launch and closing event.
- Meet the estimated time commitment of:
 - 4 hours in the week prior to competition launch week to cover launch event and briefing.
 - Followed by 2 hours per week (this could be 15 minutes, 30 minutes for example) over a 3-week period, either in person or remotely.
- In addition, time spent mentoring an individual student (where possible).
- Business Leaders in the same team should connect with each other prior to the competition launch, to agree areas of expertise, how they can best support the students, availability to meet the student team face to face or via electronic media, agree on shared and individual roles and responsibilities in the team (see below).
- Business Leaders to consider their individual role within the team. Examples of roles which teams have found useful are:
 1. **Development Coach.** Guideline: every 2 days check in with the team to see if they are on track or need help. Ask for written progress
 2. **Business Plan Coach.** Guideline: from the outset, coach the students on what a business plan is, how to develop a plan, how to address issues, essential elements to include, how to present, etc.
 3. **Entrepreneurial/Market Opportunities Coach.** Guideline: every 2 days check in with the team – coaching them on how to approach the community with an eye for economic opportunities – right through to ensuring there is a market. Ask for written progress
- There is no documentary output required of business leaders but they may decide to support students in the production of the final business plan, budget and presentation.

TEAMS

TEAM COMPILATION

In general, there may be up to six teams competing in a competition; each team comprises between 4 - 6 students and 3 – 5 Business Leaders. The competition is flexible however and can be tailored to the specific needs of universities taking part. For example, teams can be formed in several ways:

1. Inter-University: students from different faculties form a team, supported by university alumni and compete against other teams within the university.
2. Inter-University: students from different faculties form a team, supported by local Business Leaders and compete against other teams within the university.
3. Multiple Universities: students/alumni from the same university form a team and compete against other universities.
4. Multiple Universities: students from the same university form a team, supported by local Business Leaders and compete against other universities.

To learn more about Team Compilation see: [MEET THE TEAMS](#)

STUDENT TEAM LEADS

Each team will have a volunteer student Team Lead, their responsibilities include:

- Liaise, coordinate and update Business Leaders assigned to the team.
- Send a welcome email to Business Leaders and introduce fellow students.
- Liaise with Business Leaders to arrange face to face meetings and Skype video calls. Arrange student mentoring, if applicable.

- Liaise with R4G organisers, including Operations, Local Guide and Advisory Group on behalf of the team.
- Coordinate and upload questions for the Local Guide and liaise with R4G organisers for final Skype call.
- Upload and update documents to Team Basecamp on behalf of the team.
- Finalise and upload final business plan and PPT presentation.
- Ensure team members (including Business Leaders) are briefed about Challenges and receive messages and other instructions sent by R4G team, local guide, Advisory Group etc.
- Coordinate team for judging panel.
- Help R4G organisers coordinate travel for winning team.
- Ensure key deadlines are met.

TEAM SUPPORT

R4G STAFF – UNIVERSITIES

Teams will be allocated key R4G staff who will be on hand throughout the competition either in person or remotely.

ADVISORY GROUP - UNIVERSITIES

Teams are allocated a maximum of six Advisory Group questions in total, unless they win additional questions through a mid-race Challenge. Teams must keep a track of the number of questions asked and use the template provided in Team Basecamp. Teams which exceed their allocated questions may be disqualified or have points deducted by the judges.

Details about how teams can engage with the Advisory Group members can be found in the in Team Basecamp once the competition has started.

LOCAL GUIDE

As a guideline, liaison with the Local Guide will comprise of:

- Week 1: Six questions collated and submitted via Basecamp.
- Week 2: Six questions collated and submitted via Basecamp.
- Week 3: An hour's Skype call.

Details about how teams can engage with the Local Guide can be found in the in Team Basecamp once the competition has started.

To learn more about support available throughout the competition see: [THE SUPPORT CREW](#)

BUSINESS PLAN RESEARCH

Teams have a limited number of questions to put to an Advisory Group and Local Guide and are strongly encouraged to undertake as much external research as possible from the start of the competition and to reach out to individuals or companies who may be experts in this field. Teams who think creatively about who to reach out to are likely to have a stronger final business plan. Consider Facebook groups, other organisations or companies who operate in the area, authors of relevant work, travel journalists, find video footage, trekking companies who might know the terrain and be willing to brief you, charity reports,

agricultural organisations, the UN, etc. You can be inspired by reading previous winning business plans on the R4G website, but we will be looking for originality.

- Research at country level prior to the official competition launch is strongly encouraged.
- Research at community level is allowed once the community has been formally announced by R4G organisers.
- All members of a team are expected to research the communities, cultural contexts, and business plans thoroughly.
- Business Leaders are expected to support the student team in their research, identifying experts in the field, business plan development, presentation preparations and helping students tackle mid-Race Challenges. See also: **BUSINESS LEADER/ ALUMNI COMMITMENT**

To learn more about developing your business plan: [RESEARCH AND BRAINSTORM](#), [FACE THE CHALLENGES](#), [ASK QUESTIONS](#), [GET FEEDBACK](#), [IDENTIFY ISSUES](#), [REVIEW AND REFINE](#) and for examples of previous winning plans see: [FINALISE THE PLAN](#)

TRAVEL

STUDENT TRAVEL

- Students who, on medical or religious grounds, cannot travel alone may elect to bring a chaperone on the trip, subject to availability; the chaperone must cover their travel, accommodation, meals and all other front line experience costs in full and meet the Booking Conditions in full.
- Students are responsible for ensuring they have a valid passport, are available on the allocated front line experience dates, obtain a suitable visa for travel and complete all necessary the R4G documentation.
- Students who fail to submit R4G documentation in time may be excluded from joining a front line experience.
- Students are responsible for ensuring they seek medical/dental advice before travelling and have the necessary inoculations and medicines (if applicable) for the destination.
- Have a valid passport with a minimum of ten months before expiry and room for exit and entry visa stamps.
- On expeditions of this type it is not generally possible to accommodate persons with severe health problems or physical disabilities.
- Separate R4G Booking Conditions apply.

BUSINESS LEADER/ALUMNI TRAVEL

- While R4G organisers will provide assistance, Business Leaders must make their own arrangements for travel to the front line experience destination; the official front line experience starts at the pre-agreed meeting place stated in the itinerary.
- Business Leaders are responsible for ensuring they have a valid passport with room for exit and entry visa stamps, obtain a suitable visa for travel and complete all necessary R4G documentation.
- Business Leaders are responsible for ensuring they seek medical/dental advice before travelling and have the necessary inoculations and medicines (if applicable) for the destination.
- Business Leaders who wish to travel on the same front line experience as the students from their winning team, will be allocated specific dates. If unable to join the students on the specific dates, Business Leaders can request to take part in a future front line experience, subject to availability.
- Business Leaders are responsible for ensuring they have appropriate comprehensive medical/travel insurance including provision for medical care, medical repatriation and air evacuation. A suitable insurance policy should provide adequate cover for medical expenses arising through illness, accident prior to or during the Frontline First trip and loss of monies through cancellation or curtailment of the trip. Note some insurance companies put a limit on the altitude they will cover trekking – let us

know if that is the case and we will confirm the destination's maximum altitude before you confirm your policy. Business Leaders should ensure there are no exclusion clauses limiting protection for the type of activities in their trip and get confirmation in writing that the proposed policy covers those costs in the event of a force majeure situation. Proof of adequate insurance will be requested at the start of the trip, failure to provide this will result in the individual being prevented from joining the trip. The travel insurance cover automatically provided with credit card purchases does not provide adequate cover as standard.

- R4G cannot guarantee that a future front line experience will include a visit to the specific community allocated.
- Know of no reason why they could not travel to the country in question (consider valid passport, proposed dates of travel, health issues, access issues, parental permission, exclusion from destination country, previous commitment). If Business Leaders have any concerns, they should contact the R4G organisers before applying.
- On expeditions of this type it is not generally possible to accommodate travellers with severe health problems, extreme dietary requirements, or physical disabilities.
- Separate R4G Booking Conditions apply.

BOOKING FEE/COSTS

BOOKING FEE

R4G organisers will agree a booking fee with individual universities. Costs not include in the booking fee cannot be claimed and will not be covered by R4G.

Costs included in booking fee:

- Airport collection and return, transport, accommodation, meals, drinks and tips which form part of the official front line itinerary (i.e. in the country of destination).
- US\$5k business plan implementation budget – paid directly to the community.
- Operational costs (running the competition).
- Implementing the business plan (cost of the plan, cost to implement and monitor).
- As well as specific travel costs for the winning team.
- Fee for students to participate.

Costs not included in booking fee:

Unless agreed in writing in advance, the following costs are not generally included in the Booking Fee and must be borne by individuals or the client. See Bookings Terms and Conditions.

- Standard economy, return flights for students in winning team.
- Cost of single entry tourist visa.
- Medical/travel insurance cover.
- Launch event.
- Closing event.
- Cost of travel from home/university to airport of departure.
- Cost of travel from return airport to home/university.
- Internal flights (home country).
- Additional transport, accommodation, meals, drinks, activities which fall outside the official front line itinerary.
- Passport applications.
- Phone calls/internet costs.
- Personal equipment, clothing.
- Inoculations/medicines.
- Costs associated with participating in the 21-day competition.

- Cancellation costs not covered by travel/medical insurance.

BOOKING FLIGHTS AND MEDICAL COVER

It will be the responsibility of the university to liaise directly with a registered travel agent to hold, confirm, purchase and issue suitable return flights and purchase medical/travel insurance cover for the winning students. Minimum travel insurance levels are explained in the R4G Booking Terms and Conditions.

COMMUNICATIONS

INTER-TEAM COMMUNICATIONS

Teams will communicate with each other and the R4G organisers via Basecamp, which is an online project management hub – www.basecamp.com. Before the competition begins, R4G organisers will set up Team Basecamp for each team, invite all participants and add key documents to the team's space. Other teams participating will not have access to another team's Basecamp space.

Business Leaders should aim to meet face to face with the student team three times during the competition. This could be as individual Business Leaders or a group. Where face to face meetings are not possible, we strongly recommend Skype video calls so all team members feel connected.

All the generic information about a R4G competition – such as the judging process, T&Cs and example business plans – can be found on the R4G website. But messages, instructions from R4G organisers, deadlines, to-do lists, business plan submissions, Challenges and all live communication will be via Team Basecamp.

Basecamp rules can be found in [RACE RULES](#)

Participants will need to provide an email to enable R4G organisers to invite them to Basecamp.... for Business Leaders, this may need to be a personal email address if their place of work has rules around personal emails in the workplace.

INTERACTION WITH BUSINESS LEADERS

To meet university guidelines, there must be a minimum of two students present always during face to face meetings with Business Leaders.

PR AND MEDIA

Participants – both students and business leaders - consent for their details to be included in the R4G media/case studies and on the official the R4G website. Details may include full name, job title, short bio, business name, university, course details, role in team, photographs and details of the winning business plans.

Participants agree, in principal, to take part in media interviews arranged both in their home country (by R4G organisers) and in the front line destination, where appropriate. One volunteer from each winning team may be asked to give a short speech on behalf of their team at the closing ceremony.

Teams may be required to present their business plans to the judges in front of a selected audience and this may be recorded and used for PR/Media purposes.

Social Media – student teams are expected to write and issue a minimum of one blog per week during the 21 days of the competition and to promote their activities and the R4G competition on social media (Facebook, Twitter etc). If judges find there is a tie between two business plans, social media activity may be taken into consideration.

FUNDRAISING

Depending on the wishes of the universities taking part, teams may be set a fundraising target to raise additional funds to implement additional projects in-country. Funds raised by teams who do not win the overall award must be transferred to an official Race4Good account within 30 days of the competition end. These funds will be used to uplift a community in-country and teams will be given a full report as to their use.

DATA PROTECTION

Student and Business Leader data will not be distributed to third parties other than R4G organisers and appropriate university staff (students) as required for the running of the competition. Students agree that once their entry form information is no longer required for the competition, the data will be disposed of.

INTELLECTUAL PROPERTY

R4G retains the absolute copyright to materials, inventions, and pre-existing work that is part of R4G's built intellectual property and developed by R4G which includes the copyright of any work/material carried out, developed, or produced by employees, team competitors, interns, consultants, advisory group, judges or other.

For the purposes of this section:

“Invention” means any invention, idea, discovery, development, improvement or innovation, processes, formulae, models or prototypes, whether or not patentable or capable of registration, and whether or not recorded in any medium and includes but is not limited to agents including but not limited to R4G business plans and Challenges created by team competitors. “Intellectual Property Rights” means patents, Inventions, copyright and related rights, trademarks, trade names, service marks and domain names, rights in get-up, goodwill, rights to sue for passing off, design rights, semi-conductor topography rights, database rights, confidential information, moral rights, proprietary rights and any other intellectual property rights in each case whether registered or unregistered and including all applications or rights to apply for, and renewals or extensions of such rights and all similar or equivalent rights or forms of protection which subsist or will subsist now or in the future in any part of the world.

TERMS AND CONDITIONS

Race4Good is a programme of Frontline First. Frontline First reserves the right to vary, update or modify the Terms and Conditions and any changes will be posted on the Race4Good Website and take effect from the date of posting on the Website. Your continued use of the Website indicates your acceptance of any changes which we may make to the Agreement. The Website is for the use of those over the age of 18.

END.