

Surface in Education Competition 2 - Terms and Conditions

1. By entering this competition, you agree to be bound by these Terms and Conditions. The Promoter is Microsoft Pty Ltd (ACN 002 589 460) of 1 Epping Road, North Ryde, NSW 2113 (**Microsoft**).
2. Entry is open to all Australian residents who are employed to work in an Australian primary or high school who have a Twitter account (**Eligible Entrants**).
3. **NOTE: Prizes in this competition will be awarded to individuals on the basis that they are provided for the sole use and benefit of the school at which the individual is employed at and not for use by, or for the personal benefit of any specific employee or another individual.**
4. The competition commences at 9am AEDT on 3 August 2015 and closes at 5pm AEST on 11 September 2015 (**Promotion Period**).
5. To enter, Eligible Entrants must:
 - a. Go to the competition webpage at www.microsoft.com.au/surfaceforschools (**Webpage**);
 - b. Share the Webpage on the Eligible Entrant's Twitter by clicking the requisite link on the Website and include the hashtag "#Surfaceforschools" in the post; and
 - c. Tell us in the same tweet what would your school do with a 3D printer (**Eligible Entry**).
6. A judging panel will assess each Eligible Entry on 16 September 2015 and select three (3) winners based on the creativity and relevance to learning of their answer provided per clause 5(c) above (**Winner/s**). (**Judging Criteria**). Each Eligible Entry will be individually assessed based on the Judging Criteria. There will be three (3) winners in total. The judges' decision is final and no correspondence will be entered into relating to the matter.
7. Microsoft reserves the right to verify the validity of entries and to disqualify any entrant whom it believes to have tampered with the entry process or submitted an entry otherwise than in accordance with these T&Cs.
8. This is a game of skill and chance plays no part in determining the winners.
9. The Promoter will notify Winners on Friday 18 September 2015 by posting a tweet on Twitter tagging the username of each Winner (**Notification Date**). Winners will be required to submit a responding tweet tagging the Promoter acknowledging their acceptance of the Prize within 14 days of the Notification Date, in order to claim the Prize. The Promoter will then enter into separate correspondence with the Winner to organise for Prize delivery to the Winner's respective school of employment.
10. The Promoter may require Winners to provide proof of identity, and employment at the nominated prize delivery address. Identification considered suitable for verification is at the Promoter's discretion.
11. If a winning entry is deemed not to comply with these conditions of entry, the entry may be discarded and a new winner of that prize will be determined on the basis of the Judging Criteria. The alternate winner will be notified by Twitter and will be required to confirm acceptance within 14 days by sending a Twitter response in the same manner set out in clause 9 above.

12. Winners names will be published on the @msau Twitter page and The Education blog available here: <http://blogs.msdn.com/b/education/p/surfacecompetition.aspx>.
13. Each winner will win one (1) Da Vinci 1.0 aio 3D printer (valued at approx. \$1,399.95) on behalf of their school plus delivery to their school (**Prize**). Total number of prizes = 3. Total approximate prize pool value: approx. \$4,199.85.
14. All entries become the property of Microsoft and may be used in future marketing or publicity materials. Microsoft's decision is final and no correspondence will be entered into. No responsibility is accepted for entries not received by Microsoft. Entrants warrant that their entry in the competition does not infringe the intellectual property rights of any third party. Any costs of entering the competition and accessing the website are the responsibility of the entrant.
15. By submitting an entry in this competition, Entrants consent to their Twitter page and tweet submitted in accordance with clause 5 being published, blogged, retweeted or publicised in any way by the Promoter on any digital or social media in connection with the competition.

Important terms for winners

16. It is the intent of Microsoft that this gift is compliant with all applicable laws, regulations and ethics rules of each winner's employer and/or school. Microsoft makes it without seeking promises or favouritism for Microsoft in any bidding or other arrangements. The Prize may only be accepted if, as a result of the Prize, Microsoft is neither prohibited from any procurement opportunities nor it becomes subject to any reporting requirements.
17. If in doubt, Winners should have their employer and/or school ethics officer responsible for the ethics policy review these terms and conditions and any other associated documents we provide you. If not approved by your school and/or employer, please do not accept the Prize and return the Prize to Microsoft.
18. The use of the Prize is subject to the terms of the End User License Agreement or other agreements applicable to the product.