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>/EU// **BLOCK**ATHON >> <

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RULES OF COMPETITION

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1. THEME: BUILDING THE NEXT LEVEL OF THE EU ANTI-COUNTERFEITING INFRASTRUCTURE

The European Union Intellectual Property Office (EUIPO), 'the Office', is an agency of the European Union (EU) situated in Alicante. We manage the registration of the EU trade mark and registered community design valid throughout the EU. In cooperation with national and regional EU IP offices, users of the IP system and other institutional partners, we work to strengthen IP at European and international level.

We also host the European Observatory on Infringements of Intellectual Property Rights which brings public and private stakeholders together in the fight against piracy and counterfeiting.

1.1 OBJECTIVE PURSUED

The European Union is rich in intellectual resources, and creativity, innovation and entrepreneurship are the source of its growth. Intellectual property rights (IPR) and their protection are fundamental to securing the EU economy and society[1]. Infringements of intellectual property, such as counterfeiting and piracy, harm EU growth significantly. Alarmingly, the overall number and variety of counterfeit products detained at the EU borders has risen in volume and increased the challenge for everyone.

Consumers are more and more confused about whether a product is authentic or not. In 2017, 10% of EU consumers, which is around 43 million citizens, were tricked into buying a fake product instead of a genuine one. This figure represents the size of the combined populations of Belgium, Bulgaria, Greece, Ireland and Portugal. Over three times more people, 35% (around 150 million in total!) wondered whether the product purchased online was real or fake[2].

Consumers suffer not only an economical loss but could also be exposed to health and safety risks. Counterfeit products, such as foods, medicines, toys, mobile phones, luxury goods and high-end technology can be unsafe and dangerous. Their production can have a severe environmental impact and involve appalling conditions, such as child labour. Counterfeiting undermines trust in society and the economy and deprives legitimate businesses and citizens of revenue, income and the means to make an honest living. The criminal groups involved are frequently linked to other serious crimes, such as drug trafficking, excise fraud, human trafficking or money laundering.

Numerous technologies, procedures and tools already exist that contribute to the control of supply chains and the fight against counterfeiting, such as track-and-trace systems, radio-frequency identification, customs controls and procedures and the EUIPO's Enforcement Database. However systems are scattered, often working in silos, which criminal networks use to their advantage. This is why we have to work closer together and invent new ways of facing these growing challenges.

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1 - Further information on the protection of Intellectual Property in Europe can be referenced through the EUIPO website — https://euipo.europa.eu/ohimportal/en

2 - EUIPO (2017), European Citizens and Intellectual Property: Perception, Awareness and Behaviour, survey commissioned to Deloitte by the EUIPO. https://euipo.europa.eu/ohimportal/en/web/observatory/ip-perception-2017

By using blockchain to interconnect systems and ensure security and immutability of shared data, we want to build a strong networked alliance to secure logistics, ensure authenticity of goods, protect consumers and to combat criminal and illegal activities.

The Blockathon competition aims to act as a catalyst for innovation. It seeks to unlock the potential of blockchain, by joining efforts of the community to develop solutions that would easily track the provenance of products. The overall goal of the Blockathon is to give enforcement authorities the tools to rapidly identify fakes and criminals, help legitimate companies to protect their business assets and provide tools for consumers to make informed choices.

KEY FIGURES AND FACTS [3 - 4 - 5]

- 35 % of Europeans did not know whether a product they purchased was genuine or counterfeit.
- 10 % of Europeans bought counterfeit goods as a result of being misled in 2017 versus 4 % in 2013.
- 5 % of EU imports (EUR 85 billion) are attributed to counterfeit and pirated goods.

1.2 EXPECTED COMPETITION RESULTS

We are organising the Blockathon competition to act as a catalyst for innovation during a 4 day innovation event where the best teams will work together under the supervision of leading institutions, domain experts and industry in the presence of government partners and technology companies to work on the three challenges described in the "Blockathon Challenge". The objective of each of these challenges is to combat counterfeiting from different stakeholder approaches, whilst protecting the interests of the rights holders. In particular the competition will focus on:

- Consumer Challenge
- Customs Authority Challenge and
- Logistic Operator Challenge.

Each team will have to produce a software solution comprising of:

Prototype: Your blockchain-based prototype to meet the challenges described in the "Blockathon Challenge". Ideally your solution would also allow integration with services offered by enforcement and IPR databases. Your solution should include security features in order to protect information from misuse and allow stakeholders to have control over the data they want to release.

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3 - Intellectual property rights intensive industries and economic performance in the European Union, October 2016, Second edition, Joint project between the European Patent Office and the EUIPO. https://euipo.europa.eu/tunnel-web/secure/webdav/guest/document_library/observatory/documents/IPContributionStudy/performance_in_the_European_Union/performance_in_the_European_Union_full.pdf

4 - EUIPO (2017), European Citizens and Intellectual Property: Perception, Awareness and Behaviour, survey commissioned to Deloitte by the EUIPO. https://euipo.europa.eu/ohimportal/en/web/observatory/ip-perception-2017

5 - OECD/EUIPO (2016), Trade in Counterfeit and Pirated Goods: Mapping the Economic Impact, OECD Publishing, Paris. http://dx.doi.org/10.1787/9789264252653-en

Canvas: The canvas (based on a template that we will deliver to you) will accompany your software to document crucial elements of the solution such as how to communicate the business side of your solution. The canvas includes future business models, impact on users, on society and on partners. In the canvas you will explain and detail your steps and schedule for the next one hundred days to develop the prototype into a working product. Your canvas should take into account the need to deliver affordable and practical capabilities for small and medium sized enterprises (SMEs) and consumers and should feature compatibility with existing solutions available on the market to accelerate take-on whilst promoting further technical innovation in this field.

1.3 DEFINITIONS

Blockchain: Today there is no agreed academic or formal definition of blockchain or formal differentiation with Distributed Ledger Technologies (DLT). In the context of this competition we define 'blockchain' in its broadest sense, including distributed ledger technology developments and applications, taking into account the various evolutions regarding concepts and uses since the introduction of 'blockchain' as the technology underpinning Bitcoin, and considering future blockchain related developments.

Blockathon: refers to an event, gathering teams composed of expert coders and programmers in blockchain technology together with other experts in order to address the needs and specific issues of a domain (e.g. transport, energy…) that can be solved by using blockchain technology. This event focusses on teams coding for a predetermined amount of time, a 'race against the clock', under the supervision and guidance of experts, jury members and the event host. At the end of the event, jury members assess the different solutions (prototype and canvas) built by each team. Prizes for the best solutions are given.

Open source – software for which the original source code is made freely available and may be redistributed and modified.

Team: The team may be composed of individuals who are representing a legal entity or a group of natural persons formed specifically for the purpose of the competition. For the purposes of these rules of competition, the words 'team' or 'you' are equally used to refer to the participants. When a certain action is required in the context of this competition, the team captain has the legal responsibility to carry it out on behalf of the group.

Enforcement Database (EDB): contains information on products that have been granted an intellectual property right, like a registered trade mark or design. Custom officials and some police authorities from the 28 Member States can access this tool to view information and product details, making it easier for them to identify counterfeits and take action.

TMView: an online consultation tool allowing any internet user to search, free of charge, for the trade marks of 62 trade mark offices worldwide.

Design View: a common search system for designs, based on information pooled from different sources.

2. PRIZE AMOUNT

The selection of teams to receive prizes will be performed by a jury based on the evaluation of award criteria. The total prize award is **EUR 100 000** divided as follows:

The three challenge prizes:

CONSUMER CHALLENGE

- Winner EUR 15 000
- Runner-up EUR 10 000

CUSTOMS AUTHORITY CHALLENGE

- Winner EUR 15 000
- Runner-up EUR 10 000

LOGISTICS OPERATOR CHALLENGE

- Winner EUR 15 000
- Runner-up EUR 10 000

In addition to the above, the EUIPO Blockathon 2018 Prize will be awarded for the best solution overall:

EUIPO BLOCKATHON 2018 PRIZE

- Winner EUR 25 000

Your team may compete for one or more prizes. For example a team can win the consumer challenge as well as runner up in the logistics operator challenge and accumulate EUR 25 000. In theory it is possible for one team to win all three categories plus the EUIPO Blockathon 2018 Prize accumulating a total prize value of **EUR 70 000.**

Each of the three challenges 'Consumer', 'Customs Authority' and Logistics Operator' are described in "Blockathon Challenge". Your team may focus the solution on one, two or all of the challenges. You should declare your intended focus in your application; however during the event you may pivot the solutions towards any of the other challenges.

3. APPLICATION PROCESS

Apply to the Blockathon using the application form available at www.blockathon.eu by no later than 30 April 2018 at 12.00 (noon, Central European Time, CET).

You must apply as a team with a minimum of four members and a maximum of eight. Appoint a 'team captain' who will represent the team and be the point of contact. All team members are jointly responsible and must all fulfil and respect the conditions set out in these Rules of Contest. The captain will have to confirm that they have the power of representation of the other team members for the purposes of this competition by signing the relevant declaration in the application form.

The application must be made using the online form, which is only available in English. The application must be readable, accessible, printable and complete. The application form will be considered inadmissible if mandatory elements are missing. Mandatory elements are set out in the form.

Selected teams will be asked at a later stage for further documents (legal entity and bank account details, as well as evidence of compliance with the exclusion criteria).

After submission of the application you will receive a confirmation email and a participation number, necessary for your application to be successfully registered; this number should be referred to for future correspondence.

We strongly recommend that you do not wait until the last moment before the deadline to submit your application. If you have any technical problems related to submission you should contact blockathon@euipo.europa.eu.

4. EXCLUSION AND SELECTION OF THE TEAMS

4.1 EXCLUSION CRITERIA

Your team will be excluded if the team or any of the members are in one of the situations defined in Article 106/107 Financial Regulation [6], including as an example:

▌ bankrupt, subject to insolvency or winding-up procedures, where their assets are being administered by a liquidator or by a court, where they are in an arrangement with creditors, where their business activities are suspended, or where they are in any analogous situation arising from a similar procedure provided for under national laws or regulations (including persons with unlimited liability for the participant's debts).

▌ declared in breach (including persons with unlimited liability for the participant's debts) of their obligations relating to the payment of taxes or social security contributions in accordance with the law of the country in which they are established, with those of the country in which the contracting authority is located or those of the country of the performance of the competition.

▌ found guilty of grave professional misconduct[7] by a final judgment or decision (including persons having powers of representation, decision-making or control).

6 - See Articles 138(2) and 106(1) and Article 107 of the Regulation (EU, Euratom) No 966/2012 of the European Parliament and of the Council of 25 October 2012 on the financial rules applicable to the general budget of the Union and repealing Council Regulation (EC, Euratom) No 1605/2002 (OJ L 218, 26.10.2012, p.1).

7 - Professional misconduct includes: violation of ethical standards of the profession, wrongful conduct with impact on professional credibility, false declarations/misrepresentation of information, participation in a cartel or other agreement distorting competition, violation of IPR, attempting to influence decision-making processes or obtain confidential information from public authorities to gain an advantage

▌ sentenced by a final judgment of fraud, hacking, corruption or any other criminal offence.

▌ shown significant deficiencies in complying with main obligations under a procurement contract, grant agreement or grant decision financed by the EU or Euratom budget, (including persons having powers of representation, decision-making or control) which has led to its early termination or to the application of liquidated damages or other contractual penalties or which has been discovered following checks, audits or investigations by an authorising officer, OLAF or the Court of Auditors.

▌ found guilty of irregularities within the meaning of Article 1(2) of Regulation No 2988/95 (including persons having powers of representation, decision-making or control).

▌ have misrepresented information required for participating in the contest or fail to submit such information.

▌ have participated in the preparation of the prize documents for this competition and this entails a distortion of competition.

A declaration confirming that you have read Article 106/107 and are not in one of the exclusion situations is included in the application form. In order for the application to be valid you will have to accept it.

4.2 TEAM SELECTION

A two-step process will be followed to select teams.

The first step will check eligibility. Compliance with the eligibility criteria is an essential condition for being admitted to the second step of the selection phase, where the capacity of teams will be assessed on the basis of the selection criteria.

Both eligibility and selection criteria are described in Annex 2.

The selection criteria will be used to score points for each team. The teams with the top ten scores will be invited to the Blockathon. In the event that it is not possible to limit the selection to ten teams due to equal scores then the additional teams will be admitted to the competition.

The team captain will receive an email confirming whether or not they have been successful. The names of all successful teams will be published on the "www.blockathon .eu".

5. COMPETITION DATES AND VENUE

The Blockathon will take place from 22 to 25 June 2018 in Brussels, at Autoworld.

6. AWARD

6.1 JURIES

There are two distinct jury layers composed of different jury members:

Challenge Juries — every challenge ('Consumer', 'Customs Authority' and 'Logistics Operator') will be assessed by its own jury.

Grand Jury — the Grand Jury will assess the EUIPO Blockathon 2018 winning team.

6.2 AWARD PROCESS

At the end of the Blockathon each team will present their canvas and demo their prototype to each of the three challenge juries. The juries will award points based on the challenge ranking criteria (see 6.3.1) and decide on the three winners and runners-up for each challenge.

The two teams with the most points, having added together all points for all three challenges, will be admitted to the final stage of the competition. In this final stage the two teams will present their solution to the Grand Jury. The Grand Jury will assess each solution against the final ranking criteria (see 6.3.2) and will choose the winning team to be awarded the EUIPO Blockathon 2018 Prize.

The EUIPO Authorising Officer will then award the prizes based on the assessment of the juries.

6.3 AWARD CRITERIA

The juries will score the presentations according to the award criteria defined in Annex 1 — Award Criteria, and summarised in this section.

6.3.1 Challenge ranking criteria

Each presentation relating to a specific challenge (Consumer, Customs Authority, and Logistics Operator) will be scored as follows:

Prototype points (28 maximum)
This is the technical judgement of your prototype software code and canvas, and the judging of its technical compatibility, interoperability, novelty and viability. Attention is paid to the core usage of blockchain technology in the prototype.

Impact Canvas points (32 maximum)
Using the Blockathon Impact Canvas, your team will explain the solution, the impact on society, the relevant stakeholders and your requirements for the next one hundred days to progress towards a first production pilot

Ecosystem Contribution points (16 maximum)
This relates to the degree to which the solution is Open Source and how the solution facilitates further technical innovation in this field.

6.3.2 EUIPO Blockathon 2018 prize (final ranking criteria)

The EUIPO Blockathon 2018 Prize will be awarded to the solution demonstrating the greatest potential to address the interconnected nature of the three challenges, the impact on counterfeiting, the impact for the users and vision of the future.

6.4 PRIZE PAYMENT

Following the award process an award ceremony will take place to hand over the prizes. Prizes will be awarded to winners and runners up.

In the case that two or more teams finish with equal points the prize and the next prize below will be divided evenly between them.

If your team is one of the fortunate winners the prize money will be paid to your team captain in one instalment within a maximum of sixty days of the the award ceremony by bank transfer, provided you have submitted all the requested financial and administrative documents necessary.

7. OTHER CONDITIONS

7.1 DISSEMINATION AND EXPLOITATION OF RESULTS

Source code that is produced in this competition will be subject to open source license, specifically protected under the European Union Public License[8] (EUPL). Teams are requested to read it carefully before submitting an application. You are free to commercially exploit your applications and services based on the solutions developed during the competition

7.2 TEAM EXPENSES

All costs related to your participation in the contest are entirely at the team's expense and will not be reimbursed.

7.3 USE OF EUIPO EMBLEM BY THE WINNERS

Use of the EUIPO emblem for the event is subject to the EUIPO's prior approval in writing.

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8 - https://ec.europa.eu/info/european-union-public-licence_en

7.4 PUBLICITY BY THE EUIPO

We may use, for communication and publicity activities, information relating to the event, documents notably summaries for publication as well as any other material, such as pictures or audiovisual material that we receive from the participants (including in electronic form).

Photos and videos taken by us either in preparation of or during the award ceremony are the property of the EUIPO and will be used for the sole purpose of promoting this or other related events.

We will publish the name of the winners and the amount of the prize, unless you have requested to waive this publication (because disclosure risks threatening your solution's security and safety or harming your commercial interest).

7.5 PROCESSING OF PERSONAL DATA BY THE EUIPO

Personal data gathered for the purpose of the competition will be processed pursuant to Regulation (EC) No 45/2001 on the protection of individuals with regard to the processing of personal data by the Union institutions and bodies and on the free movement of such data.

Said data will be processed only for the purpose of assessment of the participants in the selection and award phase.

Upon your request you may obtain your personal data and rectify any inaccurate or incomplete data. Any request to that effect should be addressed to the EUIPO's Data Protection Officer (DataProtectionOfficer@euipo.europa.eu). You also have a right of recourse at any time to the European Data Protection Supervisor.

Please find here the EUIPO Blockathon Privacy Statement explaining how the Office protects your privacy and personal data.

7.6 APPLICABLE LAW AND LEGAL COMPLIANCE

This competition is governed by EU law complemented where necessary by Spanish law.

Teams must ensure compliance of their activities with applicable international, EU and national law. On Intellectual Property Rights, they must ensure respect of copyright, trademark and design Intellectual Property Rights in the design production and acceleration of their prototypes, or request and receive permission to the rights owner prior to its use. In particular, if a team uses software which is owned by a third party to develop its solution, it must ensure compliance with licensing rights and accessibility of the solution, in line with the provisions stated in Section 7.1.

7.7 CONFLICT OF INTERESTS

Participants must take all measures to prevent any situation where the impartial and objective award of the prize is compromised for reasons involving economic interest, political or national affinity, family or emotional ties or any other shared interest ('conflict of interests').

You must inform EUIPO without delay of any situation constituting or likely to lead to a conflict of interests and immediately take all the necessary steps to rectify this situation. EUIPO may verify that the measures taken are appropriate and require additional measures to be taken by a specified deadline.

The confirmed existence of a situation of conflict of interest may lead to exclusion from the contest.

A declaration confirming that team members do not have a conflict of interest is included in the application form. In order for the application to be valid you will have to accept it.

7.8 LIABILITY

7.8.1 General liability

Participants are to be held solely responsible in case of any claim relating to the activities carried out by them in the context of this competition.

7.8.2 Liability for damages

By participating in the contest participants understand and agree that the EUIPO cannot be held liable for any damage caused to participants, property or to third parties as a consequence of the competition, including for gross negligence.

7.9 CHECKS, AUDITS AND INVESTIGATIONS

The EUIPO, the European Anti-Fraud Office (OLAF) and the European Court of Auditors may carry out checks, audits and investigations in relation to the prize.

7.10 WITHDRAWAL OF THE PRIZE – RECOVERY OF UNDUE AMOUNTS

The EUIPO may withdraw the prize after its award and recover all payments made, if the Office finds out that:

- false information, fraud or corruption was used to obtain it;
- a winner should have been excluded;
- a winner is in breach of its obligations under these Rules of Contest.

7.11 CANCELLATION OF THE CONTEST

At any time the EUIPO may decide to cancel the contest and/or to not award the prize without any obligation to compensate participants, if:

- insufficient admissible applications are received;
- no team is eligible or judged to qualify for a prize;
- the objective of the contest has already been achieved.

7.12 COMPLAINTS

Complaints against decisions taken by the Office and negatively affecting the rights of the participants can be brought before the General Court — or, on appeal, the Court of Justice of the European Union — under Article 263 of the Treaty on the Functioning of the EU (TFEU).

7.13 CONTACT

For more information, please see www.blockathon.eu . In case of questions, please contact blockathon@euipo.europa.eu

ANNEX 1 – AWARD CRITERIA

Each solution will be scored against two sets of criteria:

▌ The Challenge Ranking Criteria (CRC)
▌ The Final Ranking Criteria (FRC)

The CRC set is used to assess your solution against each challenge to rank and find the best solutions. The FRC is used to identify the winner of the EUIPO Blockathon 2018 Prize.

The 0-4 scoring scale for the CRC and FRC is:

Quality scale	Classification	Criteria for attributing scores
0	No response (complete non-compliance)	The solution fails to meet the criterion and/or it does not work; and/or no answer is given; and/or its meaning is totally unclear.
1	Unsatisfactory response	The solution has significant shortcomings in a number of aspects and/or is inconsistent in a number of identifiable respects and/or its meaning is partially unclear and/or irrelevant to the objective.
2	Partially acceptable response	The solution meets the criterion but has some shortcomings that render the answer partially satisfactory and/or not specific to the objective.
3	Satisfactory and acceptable response	The solution meets the requirements of the criterion.
4	Excellent response	The solution exceeds the requirements of the criterion.

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Below you can find the categories and the descriptions of the award criteria.

Challenge Ranking Criteria		
Award category	Criteria	Criteria description
Prototype 7 criteria 0 to 4 points per criterion Max. 28 points in total	Solution viability	Viability of the prototype to progress towards the improved future state as described in the "Blockathon Challenge".
	Technical novelty	Degree of novelty and innovation of the technical approach in relation to existing solutions in the domain.
	Blockchain implementation in the prototype	The benefits of blockchain technology are demonstrated in the prototype (i.e. distributed, dependable, immutable, consensus mechanism based, electronic witness ensured).
	Compatibility	Relevant internet and industry standards are used.
	Interoperability	The solution will function with existing track and trace solutions.
	Implementation of the production pilot	The technical roadmap to a production pilot is viable.
	Usage of EUIPO tools[9]	Degree of integration of the prototype with EUIPO tools and / or other relevant public databases.

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9 - For this purpose replica services with non-sensitive data will be provided."

Challenge Ranking Criteria		
Award category	Criteria	Criteria description
Impact Canvas: 8 criteria 0 to 4 points per criterion Max. 32 points in total	Impact on challenge user	The solution plan is realistic according to the state of the art, well-structured, with good allocation of resources and demonstrates the feasibility to achieve tangible benefits for the relevant challenge user.
	Impact on rights holder	The solution plan is realistic according to the state of the art, well-structured, with good allocation of resources and demonstrates the feasibility to achieve tangible benefits for the rights holder.
	Impact on other challenge users	The solution plan is realistic according to the state of the art, well-structured, with good allocation of resources and demonstrates the feasibility to achieve tangible benefits for users of the other challenges.
	Further system benefits	The solution plan is realistic according to the state of the art, well-structured, with good allocation of resources and demonstrates the feasibility to achieve tangible benefits for society in general.
	Originality and Innovation	The approach to the proposed solution is innovative and it represents a 'game changer'.
	Incentivising take-up of the solution	The solution has elements that incentivise stakeholders to use the solution.
	Partnerships	The solution takes into account the organisational elements and partner collaboration needed to implement and launch the solution.
	Quality 100 day needs	The 100 day needs of the team are complete and realistic. All necessary resources are mentioned to progress towards a first production pilot.
Ecosystem contribution 2 criteria 0 to 4 points per criterion **Weighting x2** Max. 16 points in total	Open source	The solution produced is Open Source.
	Innovation reach	The solution facilitates further technical innovation in this field.

Final Ranking Criteria		
Award category	Criteria	Criteria description
Overall winner 5 criterion 0 to 4 points per criterion Max. 20 points in total	Interconnectedness	The solution will function with existing enforcement and IP databases as well as existing track and trace systems providing the foundation for the next generation of the anti-counterfeiting infrastructure.
	Impact on counterfeiting	The solution describes the positive forecasted impact on counterfeiting with reference to SMART objectives: specific, measurable, achievable, relevant and time-bound.
	Impact for users	The solution presents tangible benefits for the rights holder and all challenge users.
	Vision	The presented vision describes an ambitious but believable future state of the anti-counterfeiting infrastructure that will convince key stakeholders to commit to involvement in the solution's implementation and take-up.
	Team work and prowess	The team demonstrates that they can manage, collaborate and implement the changes needed to accelerate the prototype into a working and adopted solution.

ANNEX 2 – APPLICATION FORM

In the application form the team captain makes all declarations accepting all conditions defined in this Rules of Competition.

ELIGIBILITY CRITERIA

▌ The team must be composed of natural or legal persons and must be able to provide proofs of personal identification (copies of passports or other forms of IDs) and in addition, if the team represent a legal entity then they have to provide the legal entity identification (VAT number or company proof of registration).
▌ The team must have between four and eight members.
▌ The team must include at least two software developers and one user interface designer.

SELECTION CRITERIA

The ten best teams will be ranked according to the points awarded in the following categories:

CRITERIA	CRITERIA DESCRIPTION
Project Experience Max. 5 entries 1 to 4 points per entry Max. 20 points in total	Points are awarded for each project that is relevant to one or all of the following domains: blockchain; anti-counterfeiting; supply chain. 1 point awarded for each domain. 1 extra point is awarded if the project has been cited by the blockchain community. A maximum of 4 points per entry. To be counted, at least 2 team members must have been involved in the same project.
Awards Max. 5 entries 1 point per entry Max. 5 points in total	Points are awarded for each award that is relevant to one or all of the following domains: blockchain, innovation, entrepreneurship, anti-counterfeiting, supply chain.
Contributions to the Ecosystem Max. 5 entries 1-3 points per entry Max. 15 points in total	Points are awarded for positive impacts achieved (e.g. improvements in a tracking system or developments in blockchain technology) in one or all of the following domains: blockchain, anti-counterfeiting, supply chain. Points are awarded as follow: achievement with local impact (within a country) 1 point; medium impact (crossing borders) 2 points; global impact (crossing continents) 3 points.

CRITERIA	CRITERIA DESCRIPTION
Relevant Technical Knowledge Max. 5 entries 1-2 points per entry Max. 10 points in total	Points are awarded for technical knowledge in one or all of the following domains: blockchain, innovation, entrepreneurship, anti-counterfeiting, supply chain. Points are awarded as follows: ▌ professional certification or ISCED qualification level below 7 − 1 point; ▌ ISCED qualification level equal to or greater than 7 − 2 points.
Motivation Max. 5 reasons 0 to 2 points per reason Max. 10 points	Five reasons why the team wish to join the Blockathon. Each of the reasons will be assessed in terms of completeness of the description (50 %) and relevance to the aims of the competition (50 %).
Plans to develop a Blockchain solution Max 3 descriptions 0 to 5 points per description Max. 15 points in total	By looking at the aims of the competition, please provide a high-level plan for your future activities linked with this competition. The descriptions that you provide will be assessed in terms of clarity (30 %), completeness (40 %) and relevance (30 %) to the aims of the competition.

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