

AWS DeepRacer League Full Official Rules:

1. **Eligibility:** The AWS DeepRacer League (“Contest”) is open to those who meet the following eligibility requirements:
 - a. Summit Circuit: You must be aged 18 or over to participate.
 - b. Virtual Circuit: You must be the minimum age listed below based on the country in which you are located:

Age:	Country:
14+	United States of America
16+	China, Switzerland, and all countries in the European Economic Area (excluding Portugal)
18+	Algeria, Lebanon and Portugal
14+	All other countries not mentioned above

- c. The following are excluded from entering any part of the Contest:
 - i. Employees of the Sponsor, its affiliates and subsidiaries or anyone professionally associated with this Contest.
 - ii. Residents of countries that are on the USA banned trading lists: the Balkans, Belarus, Myanmar/Burma, the Ivory Coast, Cuba, the Democratic Republic of Congo, Iran, Iraq, Lebanon, Liberia, Libya, North Korea, Somalia, Sudan, Zimbabwe.
 - iii. Residents of Quebec, Canada and Brazil.
 - iv. Anyone on the OFAC sanction list.
2. If you are under the age of 18, you agree that:
 - a. you showed your parent(s) or guardian(s) this agreement; and
 - b. you received their permission to agree to this agreement, participate in the Contest, and submit your personal information to AWS.
3. If you are selected as a winner and you are under the age of 21, you will be required to provide written confirmation of the consent of your parent or guardian for you to accept a Prize, and if the Prize is a trip to re:Invent 2019 in Las Vegas, you will need to be accompanied by someone over the age of 21.
4. Before racing, please ensure that participation (and acceptance of any Prize awarded) is lawful in accordance with the laws of the country in which you are a citizen and/or reside. **This Contest is void where void under local national laws.** The Promoter does not make any representations, express or implied, as to the lawfulness of any individual's participation.
5. Purchasing an AWS DeepRacer is not required in order to take part. Internet access, an AWS account and/or attendance at an AWS Summit are required.
6. **Races:** There are two ways to enter the Contest: **online by taking part in any Virtual Circuit race, or in-person by taking part in any Summit Circuit race.**
 - a. **Summit Circuit:** There will be 22 live races in the Summit Circuit. 21 races will be at selected AWS events between March 27th and October 3rd 2019, and one race will happen during re:Invent 2019. Details of Summit Circuit races will be published at www.deepracerleague.com. To race at an in-person event you will be required to register at the track set up at the event.
 - b. **Virtual Circuit:** There will be 6 virtual races in the Virtual Circuit. The virtual races will take place in the AWS DeepRacer service in the AWS console between April 29th 2019 and October 31st 2019. Details of Virtual Circuit races will be published at www.deepracerleague.com.
7. **To Enter:**
 - a. You can race in any combination of Summit Circuit races and Virtual Circuit races, and can race at multiple races in each Circuit.
 - b. **Summit Circuit:** To race in a Summit Circuit race, either at a selected AWS events or at re:Invent 2019, you can register at the track where you will need to supply your details (title, name, surname, display name, country, email, and phone number) to an AWS employee at the track and accept these Terms & Conditions. Note while Summits are open to all, you will need a ticket for re:Invent. You can either bring a USB stick with your own trained Reinforcement Learning model, or you can select an AWS DeepRacer Reinforcement Learning model from the ‘model selector’ at the AWS event. Your Reinforcement Learning model then will be loaded onto a randomly selected AWS DeepRacer car and you will have four minutes to record your fastest valid lap time (as recorded by the AWS employee). Your lap time will then be entered into the live race leader board along with your rank and display name. After the race the race results will be displayed (display name, rank, lap time, country) on the AWS DeepRacer League website. Summit Circuit events can be

very busy. We cannot guarantee that you will be able to race and if you do, depending on numbers, you may be restricted to only one race. However, if there is capacity you may race more than once and only your best time will be kept.

- c. **Virtual Circuit:** To race in a virtual race, you must log onto your AWS account and navigate to the AWS DeepRacer service in the AWS console. You will be required to accept these Terms & Conditions and provide a racer name that will be used throughout the entire 2019 Virtual Circuit. You must submit your AWS DeepRacer Reinforcement Learning model to the relevant virtual race in the DeepRacer League section, where it will be evaluated. The submitted AWS DeepRacer Reinforcement Learning model will then be programmatically raced on the leader board's indicated competition track. The average lap time of the required number of consecutive laps (indicated in the virtual race) will be displayed and ranked on the leader board for the virtual race along with your display name. You can submit multiple models to any given virtual race, but only your best lap time will be kept. We accept no liability if your model fails to evaluate or submit for any reason. After the race the race results will be displayed (display name, rank, lap time, country) on the AWS DeepRacer League website.
8. All entries must be received prior to closing of the race in the Summit Circuit race or Virtual Circuit race to be valid. No liability is accepted for late entries.
 9. **AWS DeepRacer League Summit Circuit race rules.** The rules below may vary per race, and if they do they will be communicated at track side, but generally the following will apply. To obtain a valid lap time in a Summit Circuit race, you must follow these rules:
 - a. At each race there may be a board indicating whether any of the rules were adjusted for this particular summit and if so, they will supersede these Terms and Conditions.
 - b. You may only race with your own Reinforcement Learning model or a stock AWS DeepRacer Reinforcement Learning model provided by AWS in the AWS DeepRacer console or as part of the 'model selector'.
 - c. Anyone who shares Reinforcement Learning models or uses shared Reinforcement Learning models, other than those provided by AWS in the AWS DeepRacer console or via the model selector, will be disqualified.
 - d. You may only race with a stock AWS DeepRacer from the cars made available by AWS at the race.
 - e. All timings shall be as determined by an AWS employee using a stop-watch, or other timing device, and all times are final.
 - f. Entrants will get 4 minutes ("maximum time on track") to attempt to get their best valid lap time possible. The AWS employee on duty can reset this 4 minutes in the event of need, for example a battery dying mid-race. During a 4 minute period you may restart your lap as often as you like, while the 4 minute timer is running.
 - g. For a lap to be valid the car has to complete one lap around the entire track following the indicated direction of the track and starting with the front wheels of the car on the starting line of the track and breaching the finishing line (same as starting line) with the front of the car. Where multiple laps are involved the car must complete the specified number of laps and the lap time will be the total time to complete all required laps. If the maximum time on track has elapsed and no valid lap has been completed, you will not have a valid lap time to submit and marked as "did not finish" ("DNF").
 - h. If your car at any point stops touching the drivable surface or any of the border lines, an AWS employee will reset it at the last good point on the track, that is, the last point where it touched the track or borders. During a reset the lap timer will not be stopped, it will keep running. Only 3 resets per lap will be allowed. If you have more than 3 resets in a lap, the lap will be marked as DNF and the lap time will not be recorded.
 - i. If your car starts driving in the wrong direction during the race, it will be reset at the last good point on the track by an AWS employee. During a reset the lap timer will not be stopped, it will keep running.
 10. **AWS DeepRacer Virtual Circuit race rules:** To obtain a valid lap time in a Virtual Circuit race, you must follow these rules:
 - i. You may only compete with your own Reinforcement Learning models or the stock AWS DeepRacer Reinforcement Learning models provided by AWS in the AWS DeepRacer console.
 - ii. Anyone who shares Reinforcement Learning models or use shared Reinforcement Learning models, other than those provided by AWS in the AWS DeepRacer console, will be disqualified.
 - iii. You may only submit your Reinforcement Learning models to the virtual race while the virtual race is open.
 - iv. Each virtual race will have a race track assigned to it. The AWS DeepRacer service will automatically evaluate the performance of your Reinforcement Learning model on the race track. The service will use your model in the simulator, and attempt to complete the race track 5 times. The average lap time for the first 3 consecutive laps to complete 100% of the track will be used as your lap time. If the car does not be complete at least 3 consecutive laps, your lap time will display as DNF, and you will not be entered into the leader board.
 - v. The required number of consecutive laps may change from race to race and will be displayed in the race information in the AWS DeepRacer service.

- vi. You can submit as many Reinforcement Learning models to a Virtual Circuit race as you like and only the best time will be displayed on the leader board. However, you will only be able to submit one model every 30 minutes.
11. **Rules for the AWS DeepRacer Knockout Rounds at re:Invent 2019 in Las Vegas and the AWS DeepRacer Championship Cup at re:Invent 2019 in Las Vegas** will be announced prior to each of the events on www.deepracerleague.com
12. If you are a government or public sector employee, you certify that you have confirmed with appropriate parties that acceptance of the Prize Package complies with your internal policies and any applicable law and regulations.
13. **Points**
 - a. After each Virtual Circuit race and after each Summit Circuit race, entrants will receive points based on their final lap time.
 - b. The points will be calculated according to the following method:
 - i. The maximum of 1000 less the lap time in seconds (to three decimal places) and zero
 - ii. Thus, points per entrant per race = $\max(1000 - \text{lap time}, 0)$
 - c. After each race, whether in the Summit Circuit, or Virtual Circuit, the updated aggregated points for each entrant will be displayed on the AWS DeepRacer League website along with their display name. All points are final.
 - d. Points will aggregate across all Summit Circuit races and, separately, points will aggregate across all Virtual Circuit races. Points from the Summit Circuit will not count towards points in the Virtual Circuit, and vice versa.
 - e. The final aggregated points per entrant for the Summit Circuit will be determined after the last AWS Summit event in the Summit Circuit. There will be no points awarded for participants racing at the Summit Circuit race happening at re:Invent 2019, as such this event will not be included in the points aggregation. The final aggregated points in the Summit Circuit will be used to determine the “top point getters” for the Summit Circuit.
 - f. The final aggregated points per entrants for the Virtual Circuit will be determined after the last Virtual Circuit race, closing on October 31st 2019. The final aggregated points in the Virtual Circuit will be used to determine the “top point getters” for the Virtual Circuit.
14. **Determining the Winners:**
 - a. **Summit Circuit:** Following the close of each Summit Circuit race, all lap times submitted in each relevant Summit Circuit race will be reviewed by PromoVeritas, the independent promotional verification service. The entrant with the fastest lap time will be the re:Invent Prize winner and the top 10 fastest lap times will win AWS DeepRacer prizes.
 - b. **Summit Circuit Top Point Getters:** After the Toronto AWS Summit, PromoVeritas will review all aggregated points for the Summit Circuit and will select the 3 entrants from the Summit Circuit with the highest aggregated points, apart from those already placed 1st in any Summit Circuit race or Virtual Circuit race, and they will be awarded a re:Invent Prize.
 - c. **Virtual Circuit:** Following the close of each Virtual Circuit race, all lap times submitted in each relevant Virtual Circuit race will be reviewed by PromoVeritas, the independent promotional verification service. The entrant with the fastest lap time will be the re:Invent Prize winner and the top 10 fastest lap times will win AWS DeepRacer prizes.
 - d. **Virtual Circuit Top Point Getters:** After the 6th, and final Virtual Circuit race, closing on 31 October 2019, PromoVeritas will review all aggregated points for the Virtual Circuit and will select the 18 entrants from the Virtual Circuit with the highest aggregated points, apart from those already placed 1st in any Summit Circuit race or Virtual Circuit race, and they will be awarded a re:Invent Prize.
 - e. In all cases, in the event that two or more entrants have exactly the same lap time during a Summit Circuit race, or in a Virtual Circuit race, the winner will be the entrant that achieved their lap time first as determined by the time they raced during the Summit Circuit race, or submitted their model to the Virtual Circuit race.
 - f. In all cases, in the event that two or more entrants have exactly the same number of points, the winner will be the entrant that achieved their points total first as determined by the time they raced during the Summit Circuit, or submitted their models to the Virtual Circuit.
15. **Winner Notification:**
 - i. Prize winners will be notified, via the email address provided at time of entry, within 3 working days of the close of a race by PromoVeritas. The winners will be required to respond within a further 7 days to confirm their age and eligibility, acceptance of the Prize and any further required details. In the event that a winner does not respond with the required information within 7 days of initial contact, the Sponsor reserves the right to disqualify that winner and to award the Prize to the entrant with the next fastest time.
 - ii. Following the close of the Summit Circuit race at re:Invent 2019, the entrant with the top time will be notified via the email address at the time of entry within 4 hours. The winner will be required to respond within 4 hours of initial contact to confirm eligibility, acceptance of the Prize and any further required details. In the event that a winner does not respond with the required information within 12 hours of initial contact, the Sponsor reserves the right to disqualify that winner and to award the Prize to the entrant with the next fastest time.
 - iii. Where required by law, a Prize may be awarded to a parent or guardian on behalf of the winning entrant.

16. The Prizes:

- a. **Main Prize: A Trip to re:Invent in Las Vegas, USA**
 - i. There are forty-eight (48) prize packages that will be awarded as follows:
 - i. 21 entrants with the fastest lap time for each Summit Circuit race (21), (excluding the Summit Circuit race at re:Invent on December 2nd 2019).
 - ii. 6 entrants with the fastest lap time for each Virtual Circuit race.
 - iii. 18 top point getters, entrants with the highest points total from the Virtual Circuit, excluding Virtual Circuit and Summit Circuit winners already selected above.
 - iv. 3 top point getters, entrants with the highest points total from the Summit Circuit, excluding Virtual Circuit and Summit Circuit winners already selected above.
 - ii. **The re:Invent Prize includes:** round trip coach class flights from the winner's nearest international airport to Las Vegas, Nevada, USA, 5 nights' accommodation, 350 USD allowance for food and travel, and participation in the AWS DeepRacer League Knockout Tournament on 3rd December 2019. If a winner is a resident of Hong Kong or the United Arab Emirates, the 350 USD allowance for food and travel will be provided via a pre-paid credit card. The value of each re:Invent Prize is 4000 USD.
- b. **Runner Up Prize: An AWS DeepRacer**
 - i. The top ten entrants in each of the Summit Circuit races and Virtual Circuit races, two hundred and eighty entrants (280) in total, will each receive an AWS DeepRacer. Only one AWS DeepRacer can be won per person. Instead it will be awarded to the next eligible entrant who has not already been awarded an AWS DeepRacer. The value of each Runner Up Prize is 399 USD.
 - ii. In the event that the Sponsor is unable to deliver the AWS DeepRacer Prize to a winner, for any reason, the winner will receive 399 USD settled via the Sponsor's preferred payment method or 399 USD AWS Promotional Credit subject to the AWS Promotional Credit Terms and Conditions <https://aws.amazon.com/awscredits/>. Subject to AWS Promotional Credit Terms and Conditions which may be viewed here: <https://aws.amazon.com/awscredits/>.
- c. You can only win one of each Prize type regardless of your success in either the Virtual Circuit or Summit Circuit races.

17. Further Details and Conditions for the re:Invent Prize:

- a. Before being confirmed as a winner, a potential winner must confirm that he or she is able to attend re:Invent 2019 in Las Vegas, Nevada, USA from December 2nd to December 6th 2019. If he or she is not able to do so, he or she will still gain a prize of an AWS DeepRacer car, but the re:Invent prize package will be awarded to the next eligible and valid entrant.
- b. Where the winner of a Summit Circuit race, or a Virtual Circuit race, is unable to attend re:Invent 2019, the re:Invent prize package will be awarded to the next entrant on the leader board based on lap time in the respective race.
- c. Where a "top point getter" from the Summit Circuit, or the Virtual Circuit, is unable to attend re:Invent 2019, the re:Invent prize package will be awarded to the next top point getter in the respective Circuit.
- d. If a re:Invent Prize winner is under the age of 21, he or she will need to be accompanied to Las Vegas, Nevada, USA by a parent or guardian ('guest') who is aged 21 or over. Travel will be provided by the Sponsor on the same basis as for the winner.
- e. All elements of the re:Invent Prize package must be taken as part of the same trip.
- f. Airline seats are subject to availability. Tickets are non-refundable and non-transferable.
- g. Flights will be from the winner's nearest available international airport to Las Vegas, Nevada, USA.
- h. The winners and guests must travel together and abide by and are subject to the Airline's published Conditions of Carriage.
- i. If a booking is cancelled by a winner, no alternative tickets will be issued and for the avoidance of doubt, no compensation and/or refund will be provided.
- j. The winner (and if applicable their guest) will need to have a passport valid for at least 6 months on date of travel and they will be responsible for the cost of obtaining any necessary visas or travel insurance to meet US entry requirements. Please note all passengers travelling to the USA under the Visa Waiver Program must hold a passport with an integrated chip.
- k. For the avoidance of doubt, the re:Invent Prize is as stated above and does not include travel/transportation (other than the stated airfare), food, beverages, souvenirs, gratuities, car parking charges, excess baggage, additional excursions and attractions or any other costs of a personal nature that are not explicitly set out in these Official Rules and neither the Sponsor nor any provider of any part of the re:Invent Prize will be responsible for any such costs.
- l. Winners are solely responsible for any additional charges incurred at the hotel during their stay, including, without limitation, costs of meals, drinks, additional nights and services together with related taxes.
- m. Winners will be required to sign a legal waiver as a condition of accepting and partaking in the re:Invent Prize. In the event that a winner is under the age of 21, this legal waiver must be signed on the winner's behalf by a parent or legal guardian. Winner, and their guests, (if applicable) will be required to sign a Travel Release form.

- n. Winners from the United States of America must complete, sign and return an IRS W-9 Form and provide their social security number to the Sponsor. This will only be used for the purpose of reporting the winners' Prize earnings to the Internal Revenue Service, as required by law.
 - o. Where applicable the Sponsor may require winners to provide tax information, as required by law.
 - p. A valid credit or debit card will be required to check in to the hotel and will be used to guarantee any incidentals such as in-room calls or services. The Sponsor is not responsible for any incidental charges or fees related to this.
 - q. Winners will be required to agree to the re:Invent 2019 terms and conditions.
 - r. Winners are responsible for their behaviour whilst taking the re:Invent Prize. The Sponsor reserves the right in its absolute discretion to exclude a winner from participation in any aspect of the re:Invent Prize if they fail to comply with the directions of the Sponsor or any companies associated with the re:Invent Prize or if a winner acts in a manner that is dangerous to themselves or to the public or is, in the opinion of the Sponsor, anti-social in any manner or which causes a disturbance or nuisance to others.
18. Unless otherwise specified, the winners will be responsible for any applicable taxes related to the acceptance of any Prize.
19. No substitutions or exchanges of any prize (including for cash) will be permitted, except that Sponsor reserves the right to substitute a prize of comparable or greater value for any prize.
20. The Sponsor reserves the right to cancel, modify or suspend the Contest, and invalidate any affected entries in the event that a cause beyond the reasonable control of the Sponsor affects the administration, fairness, security or proper conduct of the Contest.
21. The Sponsor together with any of its associated agencies and companies shall not be liable for any loss (including, without limitation, indirect, special or consequential loss or loss of profits), expense or damage which is suffered or sustained (whether or not arising from any person's negligence) in connection with this Contest or accepting or using a Prize, except for any liability which cannot be excluded by law. Nothing shall exclude the Promotor's liability for death or personal injury as a result of its negligence.
22. All entries must be made by a natural person. Entries which do not satisfy the requirements of these Official Rules in full shall be disqualified and will be not be counted. If it becomes apparent that an entrant is using fraudulent means to increase their chances of success or acts in any way that is not in the spirit of this promotion, they shall be disqualified, and any Prize awarded shall be void. Odds of winning a prize depends on the quality of eligible submission received.
23. By entering the Contest, entrants give permission for their Reinforcement Learning model to be used by the Promoter without compensation, over and above the award of any Prize, for the purposes of allowing entrants to participate in a race. Copyright remains with the entrant.
24. All personal data supplied by entrants will be used solely for the purpose of this Contest by the Sponsor and/or by any agent appointed by it to assist with running the Contest and shall not be disclosed to a third party for any other purpose unless the entrants' positive consent has been obtained. Entrants' personal data will be handled in accordance with the Sponsor's privacy policy, available at: <https://aws.amazon.com/privacy/>
25. The Sponsor may request that the winners participate in reasonable publicity related to the Contest.
26. If any provisions of these Official Rules are judged to be invalid, illegal or unenforceable, this shall not affect or impact the continuation in full force and effect the remainder of the provisions.
27. By entering this Contest, all participants will be deemed to have agreed to be bound by these Official Rules.
28. In the event of a discrepancy between these Official Rules and the details in any promotional material, the details in the Official Rules shall prevail.
29. These Official Rules are governed by the laws of the State of Washington, United States of America and their interpretation and application will be subject to the exclusive jurisdiction of the courts of the State of Washington, United States of America.
30. **Sponsors:**
- a. The AWS DeepRacer Summit Circuits organized at the following AWS Summits are sponsored by Amazon Web Services EMEA Sarl, 38 avenue John F. Kennedy, L-1855 Luxembourg, Luxembourg:
 - i. AWS Summit – Paris
 - ii. AWS Summit – Amsterdam
 - iii. AWS Summit - Madrid
 - iv. AWS Summit - London
 - v. AWS Summit – Stockholm
 - b. The AWS DeepRacer Summit Circuit in Dubai, United Arab Emirates is sponsored by Amazon Web Services MENA FZ-LLC, Dubai Properties Group Headquarters Bld, 3rd Floor (Zones A, B, C) and Ground Floor (Zone C), Knowledge Village, Dubai, United Arab Emirates.

- c. The AWS DeepRacer Summit Circuit in Taipei, Taiwan is sponsored by Amazon Web Services Taiwan Limited, 18F, No. 32, Songren Road, Xinyi District, Taipei City, Taiwan 110.
- d. The AWS DeepRacer Summit Circuit in Seoul, South Korea is sponsored by Amazon Web Services Korea LLC, GS Tower 13F, 508, Nonhyeon-ro, Gangnam-gu, Seoul, Republic of Korea.
- e. The AWS DeepRacer Summit Circuits organized at other AWS Summits than those listed at the above point 30 (a), (b), (c) and (d), together with the AWS DeepRacer Virtual Circuits, the AWS DeepRacer Knockout Rounds and the AWS DeepRacer Championship Cup Final, are all sponsored by Amazon Web Services, Inc., 410 Terry Avenue, Seattle, WA, USA, 98109-5210.